

My Anti Christ Game or Movie

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2018-2021 Lucifer Jeremy White
San Francisco, CA.
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For an Opportunity to Change or Improve Anything

What a game!

First, it is a highly unique game. Second, its ideas are superb- if I do say so myself. Third, it is racy (controversial) and provocative. And forth, it is bound to succeed if created.

Thought has been thoroughly given in its construct. I covered all ends and considered the game on the whole.

It would make a good game, a good movie, or a good book.

These are things never done before and are a breath of fresh air being as good and different that it is.

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Whether or not the game you create is anything about the Anti Christ, good ideas are found here for any number of uses.

the games framework

In the game you are striving to become the Anti Christ, ruler over all of the Earth. And this is done how any gain power, be they dictators, a gang, a mob, or any who gain fame and wealth. So then to gain and keep power you can:

Bribe

Threaten

Influence

Develop propaganda

Infiltrate a gang or a governmental body

Assassinate

Prostate yourself

Create a cause

Silence detractors, or make them change their tune

Gain or acquire support

Cause panic, hysteria

Build an army of gradually armed supporters, or persons easily converted into one

Taunt foreign enemies, one that revolt against you

Become a great messenger of God

Frame

Defeat, as obstacles, or counter activity

Blame

Gain allies

Form parties

Manipulate laws

Construe religion

Change religion

Prohibit religion

Be a Messiah

Call on Devils to help

Slide in tech that will leave the people dependent on you

Cause problems, mayhem, to fix its strife

Even pray to God and if you are lucky you will receive a little help

And a good one could be: add new things to bibles (Holy, Koran, etc., or make new bibles piece by piece. Depending on how it is made, from pre existing formulas, will determine its help toward you.

Cause a panic that *you* solve

Gain money, as by reputation or endeavor

If you are caught breaking the law in the game then you must bribe the police, or it is game over. However, some police can't be bribed. Then it is game over, anyway. But you can change the law to have more freedom. And you can see who is on duty with spying procedures/ or procuring spies.

You can travel from nation to nation/ area to area and modify the laws there, having an effect on worldwide laws over all.

You can monitor certain individuals at any time and put the pieces together that will cause help in your endeavor to become the AntiChrist.

You can gamble. Create casinos. Especially by changing the laws.

You can rally public support for the changing of laws and public policy.

In general, any way that former dictators have come into power is the way that the player can in the game, and the ways mentioned above are ideal in manipulating his environment in obtaining Total Power.

So overall the game is much a simulation, a manipulation of events that rise you into power as the Anti Christ.

Where there is gold there is money- or where there are trees, even. And such places where they are procured will gain you wealth. You can hire people to develop your weapons after an army is acquired. But you'll have to get the best people behind you. Later in the game you build an army and as good as your work was overall in the game the better your outcome in the global war of good vs evil. *However, the earlier parts in the game should not decide much on the game's ending.*

The character you play must be careful. The laws will be made known, and must be operated against carefully.

And as with how all gain the greatest power, you may manipulate religions, from priest to priest, church to church, raising new agendas, stirring people up, and with some help, posing as God.

A large assortment of ideas

1. The characters age (go from young to old.)
2. There are laws in the game.
3. Seasons change in the game.
4. Items can be made, as from collected metals, or crystals that empower swords, and potions from various fluids/ herbs.
5. Books document how to create those swords, potions, etc. Some have to be found, others purchased, and others earned.
6. You can hire people- as to eliminate challenging enemies, or to receive a ride, or creative things.
7. The most common enemies come forth when law is broken- like when you steal. If you are exiled from town, you must become or have another character enter it for you.

8. One law says that certain potions are illegal. You must be hidden while you make it and evade possible searches. These can be sold, at risk- easier at night, in certain neighborhoods, etc.
9. You have jobs to do, often errands, and the higher your rating at them, not only do your skills and employability increase, but so does your income.
10. Let's not have those jobs too cumbersome, but interesting, and incorporated well into game play.
11. There is a library of many kinds of books. Some are actually adventure text- based games. They are an alternative way of playing the game as a player may obtain items and other things through them.
12. Other books say where things are hidden. These books may be purchased, and they are helpful.
13. The gone characters go to the afterlife of Nirvana, Sheol, or Ghost. As Ghosts they can still help you, and be resurrected as possession from a graveyard body. If as Angel they can be messengers or intermittent, and as Devils can be summoned.
14. Tithing to the Church let's the Angel help you, in so many ways. And Ghosts are brought up through a ceremony.
15. As it becomes winter in certain areas it will slow, and stamina is decreased. In the heat of summer a character needs more water, and slower movement. In summer less armor, in winter more clothing- which will increase stamina, and water vitality.
16. **Automatically shifting music. About forty single line melodies, chords, and percussions are present playing in different order. So the music is always a little different but kept much the same. For example melody one is played then skipped to five then back to one, to two then back to five. But this too is very important: when certain actions are performed a certain melody/ chords/ percussion is played, being the same coinciding.**
17. *If this is a 2D RPG then the screen flashes a larger character image of the character image. Or it could have four screens in one, for each character. On the bottom of any screen, this four screen or one, are four (or if there are five characters, five) easily identifiable symbols of status. The character screen in use highlights the acting character for easy differentiation, though the other screens are seen well. The enemies and characters are zoomed in while acting.*
18. **According to where you are in the game the clouds show you visions. For example, you slayed an evil king. The clouds in the sky form realistically enough his slaying, and, let's say, shows you getting his**

crown. Two or more consecutive visions in the clouds could appear, hinting at what will happen.

19. Birds in the trees speak things. Very simple, short things like "I wouldn't go that way," or, "follow me!" Perhaps if you have a special item you could hear animals talking- or stones, or to generally make the world more alive.
20. Some money given is automatic. You can create a budget to automatically spend it on those items within it.
21. Coins fall from the sky during certain weather- during the day of that weather. During the nights of a full moon coins that shine with light do.
22. Randomly a number appears. With one of four buttons pressed as many times, treasure or coins fall down onto you, with the right button pressed. If you press the wrong button then a small percentage of your money is taken. When done right, you get that money back- this raises and decreases money, causing for the player to save money until further game play, acting as a savior sometimes.
23. In the spring herbs grow and medicine can be made from it by hire, or if the player has learned chemistry. Or herbs may be sold. And during the winter s/ he may need them.
24. At the beginning of the game an urgent message must be delivered by the player to the nearby kingdom. That message isn't easy to deliver.
25. The game goes from night to day and season to season- under a different color system. The player has a calendar.
26. Using a grid a player can design his own sword or other weapon. First materials are acquired. Special objects like certain crystals give weapons different powers, and can be switched around, or broken into pieces, sharing power between two or more player items.
27. Four spells are used at once, instead of one at a time. But the enemy can use four spells at a time, too.
28. There is a train and a subway, a bus and a plane, and they must be used on schedule.
29. **When a certain star in the night time glimmers, shines bright, the player may be transported to another planet, one of four. Other stars shine in different ways, meaning different things- such as a fallen character being able to return, whatever it is s/ he would do.**
30. When there is a triangularly rowed set of stars and the player draws a line of a triangle from them, s/ he may choose a town to teleport to.
31. A graveyard on a full moon has many ghosts. A wooded area, a werewolf, and such.

32. **The world should change in this game to good detail, based on time and season. It brings diversity of gameplay, shifting focus.**
33. When a candle of a color is lit in your room when you venture out it will aid you until it burns out- such as warding off enemies or increasing experience points, or money, or chances of finding things.
34. You can hire a team to bring in stones and wood to create your own dwelling and you can be hired by a manor, king, lord being financed to construct something such as a temple and share a portion of its proceeds. The idea is that you must explore the area for what you need. And at a cost can hire a person who would know where it's at (so the player doesn't get stuck.)
35. There are magic ponds all around that when you throw in a stone, it becomes magically charged, temporarily. It is a good thing to do before you rest.
36. You are called to, you are called to do errands, or receive a message. If this I'd a fantasy RPG- then it can be an angel or demon- or more simply a spirit that comes to you (on behalf of, say, a wizard.)
37. Some resources are abundant, but still limited. The more you cut down trees or take plants in areas, the further you must venture to obtain more. Around towns material is limited. Further away it could be very plentiful.
38. **In the story the main player rebels from the sides of “good and evil” and goes beyond that- declaring her/ himself grey and slowly forming a new, surprisingly ample and powerful race known as “The Grays.” Which, considered dangerous and heretical, are vehemently opposed.**
39. At one point of the game a certain clergy man, one highly influential, must be convinced, privately, to join your team. When he's made, he works for your team in secret. He obtains secret plans..
40. Other characters, about four, one each at a different time, comes up to you with help in your cause.
41. Different wood burns differently. But to lessen a possibly cumbersome action it is only really needed during the winter. As you tend to your warmth and well being during the winter- which is much a time of greater seclusion and rest- your vitality is better in the spring.
42. Stories are told during the winter- complete with scenes- if the player wishes to hear them.
43. **Codes imputed with the controller make the gameplay more accessible. Instead of choosing through a possibly long menu the player presses button codes. For example instead of bringing up a menu to save,**

select an item or should flee, the player presses A-B-A-B.. To choose an item to buy from a simple list s/ he can press one button as many times. Or even to teleport all the player has to do is something like A-A-Left-Right. Or to a different area- A-A-Right-Left.

44. Four characteristics define each character. This is something like each player having a job class, but more intricate. Each player has a color, a weapon, a mystical item, and a beast/ spirit- such as a dragon. So one of the four could be a dragon, the color blue, a sword, and a ring (ring being the mystical item- which can also be a mask, a cane, a cape, etc.) If her/his color is red, red more greatly pertains to her or him. That color may show itself to him or her during gameplay. And that person has more compatibility with things of their four elements.
45. Strange clouds of different colors. A red cloud means seriously dangerous enemies are ahead. A yellow cloud means treasure is around. A blue cloud means (?)
46. Seeds are used in this game with different results. One grows a beanstalk where treasure may be stolen above in cloud land. Another seed attracts birds. And another ..
47. **Games incorporating magic are altogether of use on enemies and not beyond that. But like conducting an orchestra is magic used in the world of this game. First you strike the ground with a bolt. Then you use a spell of water, and you have made a well. Or first you use a bolt spell to knock down wood in coalescing with magic, eventually make a cabin- all with magic. Using the bolt spell five times could arouse an automatic storm. Casting wind on a pond a few times will drain its water, perhaps exposing treasure. This should feel something like conducting an orchestra fluid, precise, and nice.**
48. Herbs can be thrown into small ponds producing a healing place that lasts. So throwing in certain herbs, some that restore HP, some that restore MP or remove status ailments can either be ingested, for more temporary results, or put into a pond to extend their use.
49. In going to another world (of which there are a total of five, including the one you are on) each should have its own specific nature, and each should differ greatly, because if they aren't different there is no reason to travel. One can offer exclusive treasure. Maybe that's all it's good for. That one could be medieval- Ren- like. Another, however, scientifically advanced. That first- perhaps outlaws science. Another- just a place of sheer fun. Along with the last being a place of pure evil- that makes a good formula.

One planet is very near another and is easy to get to while others are further apart. There could be a time limit on the open door to travel between worlds. One is easy to get to. But another more difficult- this makes the latter more desirable than the other, in making them more different. And one planet can be a very bizarre and spooky place, filled with witches and mystery, storms and wicked houses. (The trees there talk, and the environment conductive to magic in mysterious ways.)

50. If you see a falling star hold down the A button and money will fall from the sky.
51. This game's monetary system is based very little on defeating enemies. Much of it is based on lucky circumstances, or by doing hired tasks, collecting things like herbs and selling them, or selling treasures found. But most of these are just circumstances where you must be ready- such as during certain weather coins fall from the sky.
52. Enemies aren't found very much in this game. The player is more likely to bring forth enemies by breaking the laws within the game. Like if he steals or is caught- not sneaky and covert enough- because the characters played are wanted criminals.
53. This game does not have many game overs. If you are overwhelmed and imprisoned- then you are. Otherwise there are little to none other ways it'll happen. But as for getting arrested- that *should* be a game over point. Otherwise the player won't bother trying to move around in secret and avoid the law officers.
54. Wearing pendants each has a unique effect. A crescent moon pendant gives you superpowers during a crescent moon. A full moon wolf pendant makes you a werewolf at night basking in the dark and tearing up the earth for treasure, and makes travel quicker. There should be many different pendants. A star pendant can bring down comets to crash onto the planet, devastating the public. A water pendent can allow you to walk on water. An air pendent can allow you to walk on air (like they are stairs.) You can wear one at a time per character.
55. Rings give you magic- the higher the level of the ring, the higher its power, the stronger its effect. If you have a level one bolt ring you have to use it many times more for it to have the effect of a level five ring- but all spells are available on the first ring to the last. Except in groupings. There are four groups of separate spells. -and up to four rings worn.

56. Magic is used by inputting simple codes. A is Fire, B is Air, C is earth, and D is water. Type one is up, Type 2 is right, Type 3 is down, and type 4 is left.
57. **Things are viewed differently by holding A and either pressing up, down, left, or right. Holding down A and pressing left shows you possible enemies. Holding down A and pressing up allows you to see possible help, holding down A and pressing right shows you obtainable treasure, and holding down A and pressing down brings back normal view. Holding down B then up= sight through walls. B then right= show a circling view. B then down= see through the other party, or return to the previous party. B then left= see map. And B then up= return to normal view. Though that last one (normal view) should be the same directions as of A. This makes for a seamless view of different perspectives and it alone nicely occupies game time. It's easy to flip through and helpful.**
58. In the start of the story four angels come to you in the night, Asha, Mista, Brea, and Roca. Asha speaks saying you must break into the kingdom and steal the King's crystal, and return it to Daliah- its rightful place. So the main character goes forth and is aided by the four angels to do so- guided to it, without confrontation. Then the four angels lift you into the heavens. This is repeated with four other game characters (the primary bond) until they are all at the same point, a temple. Once there they are told it is their destiny to venture forth from here, and to simply go. Outside a solemn heavy sound of music plays, stars fall from the sky, and things become as winter, suddenly. So then they go forth to the only near area where some of the story is made known.
59. The four angels come back, from time to time. They always accelerate the purpose to the next point and have you steal a little at a time the "Artifacts for the New Kingdom." And by the end of the game that kingdom is yours.
60. At the start of the game the four primary characters receive a crown. Those crowns have certain other characters in the game recognize you each for who you are, and occasionally a person will flatly- kind of abruptly- give you special things, money, or help. But the kings come to detest "those of the four crowns," of which they are gradually made all too famous. But as a dictum, the four angels said those crowns are not to be removed. Which is good- as the kings have many enemies and these crowns show their opposition. Very well in fact, these crowns identify the counter- force.

61. Magic points are used in a different way- are consumed differently. There are four bars of color on the top of the screen. After a spell is chosen either green, yellow, blue or red colors are drained. Green is the least powerful color bar to use, red is the most powerful to use. Holding down button A after you choose a spell drains some of the green color bar, as long as it is held. Buttons B, C, and D each let you drain some of the other colors as you choose. So to have the highest possible effect all colors are drained and the least would be a little of green. But once these bars are depleted, so are your magic points.
62. Meat for survival comes from slaying beasts with magic or fishing. You can carry as much as you want and sale what you don't need at any time
63. There are paintings on a wall that are entered into which entail the changing -correcting- of the story back to its proper state.
64. The player can put in front of him a platform – straight ahead or up and up like stairs, to walk on air. And that platform's speed can change. You can also fix them into place. When A up up is pressed you can walk on any nearby upper area. When A down down is pressed you can walk on any lower area.
65. The game indicates that you must hide or escape, such as when the king's men are ahead on the trail. You can also hear clanking when this is about to occur. If you can, get off the trail, and hide somewhere, such as some trees.
66. You can predict when people will be home, or where they will be and where they are going.
67. The main player gradually causes the enemy kingdom to fall apart. This is done naturally as the King becomes mad and violent about finding and executing you, and slowly you receive many allies. It is also that during the game you sabotage and even frame him- or at least expose him as a fraud when he tries to frame you.
68. The game rewards your progress by filling your home automatically with good things coinciding with what you accomplish.
69. A butterfly effect is in the game and it tells you what all will change in the world due to your actions, and offers suggestions of change you may desire, which- the littlest things make the largest differences. This can be done as like jumping into paintings to jump into the past.
70. It may be that you spare a dragon monster and later that comes back to bite you. Or that you disregard a sword that later you found out was enormously powerful if it was fixed.

71. There are jobs in the game that the gods reward- like sweeping, feeding the birds, bringing in water, or "beautifying" any area. Many times you are asked for help, and can haggle the price, but something like feeding the birds is rewarded by gods.
 72. If you sit around or loosely play the game for very long you begin to have nightmares, and those nightmares become a troubling reality.
 73. There could be casinos in the game with monumental rewards.
 74. There could be auctions for some of the best items in the game.
 75. The Kings may arrest you with different casualties incurred- some of it gruesome. Sometimes your friends may save you- through a fight. And sometimes you must yourself fight your way out as in a coliseum. And yet if you are crucified your friends may remove you from the cross.
 76. When birds in this game are followed they each of species lead you to different areas. If you want to keep playing the game as you would in spring then you can follow them too.
 77. There are abandoned houses where keys to them lay hidden.
 78. A fire wand melts the metal doors of some tombs.
 79. A bolt wand removes a boulder from in front of a tombs door.
 80. A water wand removes fire that blocks a door.
 81. And an earth wand crashes such a door open.
- 82. There are hints in the game of an apocalyptic world to come. They'll say, "the moon will turn red," others will say, "violent storms will come forth," and others, " monsters will come upon the land in great numbers." When these things occur, the player will know a great change is about to occur.**
83. The more you hire a person, the more available they are to you, and the better they get.
 84. They can be hired to be a bodyguard, find things, complete normal errands of the game, teach you secrets, guide you somewhere, give advice, teach you spells, and tell you things otherwise easily missed.
 85. In your home is a chemistry book citing what herbs mixed together would produce. In four actions you make them. Place the right herbs in the right amount, boil them, cool them, and dry them. Then they are ready to use. They can be saved or sold.
 86. Inside your room you may rest, healing yourself. There is also a book inside that enters you into a 2D fighting game. Artifacts for that game are found separately in the normal game and those that are used solely for that 2D random battle game. Some artifacts let you get further in the 2D

game, making more opponents available. The reward for victory during that game are higher stats and money. The character travels on a basic map in it, something like a board game which to win brings up another board game board.

87. At one time in the game the king orders some of your supporters be thrown into a volcano. But they live on, as spirits. Those spirits have a major part in attacking the evil king's kingdom, causing many of his soldiers to go mad, right at the perfect time.
88. In this game the player can defend into hell to learn black magic, complete with interesting sigils, or to heaven to learn white magic- fitted with harps. And grey magic is learned in the normal realm. In fact for some time all you are learning is grey magic. Then, if the player asks around the right way, and after finding a rumored magician, that magician suddenly takes them to one heaven/ nirvana, two hell/ Sheol/ hades.
89. It could be difficult to leave. Things pose a challenge for it. And Hades, perhaps, is all too interesting a place.
90. The player also gets help from the angels in heaven and the demons of hell. They can form pacts/ compromises. That in hell you do (rather wicked) service in exchange for a powerful item or summon. But if you fail to do your part greater is taken from you.
91. When horses are cast with a bolt spell/ lightning, they are much quicker, temporarily. When they are cast with an air spell, they can ride the sky. And when fire is cast upon them may become needed meat for survival.
92. There is one very powerful kind of crystal in the game. When made into a pendant it lets the player travel around like a god, if just a weak one.
93. There is a hole in some places that lead directly to hell. Most mountains allow you to ascend to heaven.
94. And when angel wings appear in front of you and you approach them, you can fly, even to heaven.
95. And if you cast quake enough times on the ground before you, the gates of Hades are open.
96. Some spells require ritual and a certain environment. For example a spell may require a full moon, another fog. Some require a star in the sky as "when there is a golden star up high," and then some may require you have certain herbs in your possession.
97. But the effects of some of the more difficult spells are permanent.
98. There is a game within the game much like old RPG board games.

99. Above you during play you may opt to see like a rectangular area of what can be expected ahead. For example, enemies are coming up, or a home, mountains ahead, or forests. You don't have to change screens or have a small grid map. And it tells you how to go back from before.
100. Spells in this game should be highly interactive with the environment. So there would be spells not typical of other RPGs, which focus more on its use against enemies.
101. There is a crush spell, then. There is a break, weather changing spells, find, disappear, go through walls, walk on water, on air, teleport, etc., which should be many. These spells performed together should flow as easily and fun as conducting an orchestra.
102. Sometimes something in the game cannot be completed unless performed procedurally, the right way. So it may seem like doing one thing causes nothing. But doing it a little differently gets you further.
103. Game characters shouldn't be just space filling entities. If you help one often then the favor should be returned, if not right away, but nonetheless. The game player should change the game based on his interaction with characters. Maybe it might be that someone can help you with an item, or a person provides something he wouldn't otherwise, or someone you've helped protected you without your knowing- of course though it should be made known why to the player.
104. There is an application of karma in this game. What a character does comes back to him, often double. If he gives to a beggar he may be honored by it, and given something himself, even more. If he looks to find someone who it seems lost something a reward is given, and, separately, rewards are posted. As for a karma system- to steal from the wrong person could have dire consequences, but things of good bring good back to you, even from the guards, and when you "perma-die," you will go "up."
105. The use of magic in the game is sometimes based on physics. On a few screens these laws can be manipulated to affect an overall difference in playing.
106. You can collect items from the game to produce a large array of things. One thing can be used in many different ways. There is a book that lists what you *already* have and how it can be used, as well as images and descriptions of what else you could get to enhance what you have further.
107. When it rains it may pour- and if it does you must camp awhile. But the wizard may warn you.

108. Some trees at first come across odd to the player, different. He finds they can be climbed. Then he discovers they go all the way up to a kingdom in the clouds. And he's there awhile. One day during gameplay he sees another such tree. And from the kingdom in the clouds he goes up to heaven. Then there is even one more such tree, one not easily found. He climbs all the way up it and discovers a whole new world.
109. But there are different ways of accomplishing the same thing. The player may ride a cloud, may die and somehow awake there- and when awoken there a spirit tells him he placed him there for a reason. And perhaps sometimes when he rests in his bed he awakens elsewhere, even a different planet- and told why- and told if he accomplishes a specific action he may return.
110. On certain days of the year the towns are note festive. Holidays are celebrated. In the story the player may use them to his benefit.
111. In the story the player goes to the graveyard to call upon some of his previous party who were killed by the evil king and calls on them for help. They say that he must enter the grave and kill the Tomb Master, or it cannot be done. So the player's character kills himself with a sword and attempts to, but just before the Tomb Master is vanquished he drags him down into hell, and he must make a deal with the Devil to leave, which is that he must kill that king the first chance he gets, obtaining his soul. So the player goes to the kingdom and those ghosts of his friends were brought back alive- not as ghosts, but as they were before, fully alive.
112. As the player ages (as stated earlier, they do) they begin to leave the normal world and transcend. They know this is happening. Then, one day, they are gone but survive with you as help from above. Before this time they lose stamina and gradually decline. The route of the game can shift into making final amends and if done right they go "up," if not, "down."
113. All in all the game should provide a feeling of aging along with the player- it should give the player a feeling of growing with it and the importance of time. If the player waits too long to fulfil purpose then that purpose is shifted to different characters in the game whom you learn to control. And that can gradually be slipped into purposefully by teaching an apprentice- if the player chooses to.
114. During the game God talks to you, saying things such as "You are cursed that others will seek to slaughter you.. I curse you to be without a home."

115. Instead of collecting something such as triforce pieces you collect something to create the image of the beast. They are an udjat eye, phoenix wings, a yin Yang scorpion tail, a crown, and a lightning bolt tongue of a dragon.
116. "The Beast now has a tail," or, "The beast can now see," or, "the beast is now crowned."
117. The game label has an image of that beast.
118. Conquer the area of Egypt by collecting slaves to build Satan's pyramid. When done, rise to the top and proclaim "Ler!" And boing! A mad all seeing eye appears above it, being "God's mad eye." *Which is an all seeing eye of madness.*
119. *There are eight acts of blasphemy to perform.*
120. A scene comes up that by pressing a or b a hand hits a drum and a gypsy dancer moves beneath it.
121. There is a battle in heaven at the end of the game. The game ends where you are on God's heavenly throne. This is pictured like Conan at the end of the movie Conan the Destroyer. Like sitting on a throne with an upward moving text.
122. Errands come up each time a new game begins. Each time you wake up you must do one of four. Such as: someone has stolen one of your items. Go find it and punish him.
123. When a light turns on entry may be made
124. Search for the Devil's cave. Follow certain people, the right ones. See where they go. Listen to the rumors. And if you go there you will find them and be a part of their Satanic cult. Speak to the serpent. Follow the black rainbow.
125. There is a scene where you are arrested and in jail. Being there for a while you get put in solitary. You draw a Satanic symbol on the wall. More like an image of Satan. Something like the letter on the SW corner of a Baphomet symbol. You throw out the food. You are given the choice to yell "Hail Satan!" if you do then two guards let you out and instruct them to follow you. An electrostatic sound comes on. It's a CB instructing him to be brought somewhere. It could say, "This building was bombed. We have to let him loose immediately. The crowd is too heavy to control. I am not going to die from this situation. And you wind up in a new place, tended to, though a fugitive.
126. This game is very choice based.
127. Coins are earned not by killing enemies but by doing errands.

128. You get credit coins. Each credit coin gets a type of thing. For example a credit coin that can only be spent on “influential magic,” and another on pathways (to speak abstractly.)
129. The more you interact with the environment the more it can be used. If in one area something is touched upon and another, then another, something comes from it. Overall progress is more natural but you are keyed in on what was useful.
130. It uses old folk tales, especially from Greece, or nursery rhymes, kind of like other games have, like in one game a beanstalk was climbed into coin land (Jack and the Beanstalk.) These can provide useful ideas, at least.
131. **The thing lacking in games where money can be spent is the small amount of things you can buy. And they are only for doing a few different things. But in *The Anti Christ*, there is both much you can buy and there are many different uses for them- not just attacking, not just power ups.**
132. **Here are twenty types of items that can be purchased in the game.**
- 1 Hired hands
 - 2 Insurance
 - 3 Spy equipment
 - 4 Protection
 - 5 Alarms
 - 6 Bookmarks. These allow quick transportation
 - 7 Properties
 - 8 False witnesses
 - 9 Licenses
 - 10 Funding (projects, causes)
 - 11 Games within a game, like a slot machine, or something. There should be a handful of them
 - 12 Bribery
 - 13 Investment
 - 14 **Searching** – that is, paying money to have things found, maybe a document that was stolen. Or Top Secret information. Or it could be you are digging for gold.
 - 15 Paying to have things found out
 - 16 Paying an assassin
 - 17 Bail
 - 18 To move, from point A to B
 - 19 Military equipment
 - 20 Acquiring resources.

133. If you go to jail there is a setback for you. Some of the work you've done in establishing your rule is diminished. Once you leave jail you will have to put things back together. If you go to jail multiple times then you will be monitored more and it will be more likely you get arrested. If you've committed a major crime, then all the more. But if you get the death penalty or someone you shouldn't interfere with but do, such as a gang member, and are killed by him, then it is game over. (Death penalty = game over, retaliation may lead to a game over.)

134. 10 more things you can spend money on:

1. Advertising. This is diverse, from paper flyers to business cards, help wanted, or billboards. Word of mouth advertising, or promotions, TV or newspaper as well, or magazines. And two others: political signs and reward posts. Whichever of these are used determine a certain progress in the game.
2. You can purchase this GS leading to a monopoly after you abolish the laws against it.
3. You can buy drugs and sell them in the game. Just make sure they are drugs that don't actually exist (Such as crack or heroin. Rather make them names that are not nearly a real name for a drug, but like a name "Zerxeria.")
4. You can fund projects and by putting together certain combinations a thing is produced that comes as a surprise. In other words, you fund a project that produces unexpected things and don't know what you'll get or how you can use it until it is received. There are "use as/for" options you may need to discover through trial and error. For example if it is a corrosive chemical there could be many ways to use such a thing, from chemical warfare (in this video game) or maybe to resolve metals. Or perhaps you've come across a laser weapon in your funding to produce one, and maybe it can be made better and better depending on how you fund it. But importantly, every object you create should have many different uses, and when tweaked or improved any more.

In RPG a level is to gain HP, obtained from battle experience. In a side scrolling game a new level comes at the end of the road. But in this game you establish a project, a job of Researchers, scientists, testers, technicians, architects, geologists, electricians, physicists, physicians, labor workers, chemists, astronomers, anything that

incurs development useful to the player and his environment, his possible success, his better lot, and for greater control over the people.

These workers as they are working gain experience and level up from it. But they are better paid when they do. And they could be put to school gaining a leap of level. Also what they produce for you gains levels, such as batteries- they become better and better with further funded work done to improve them. They don't have to go from level 1 to 99. If they don't, it is made known what level they may reach.

Finally, in regards to this, the scientists/ developers may tell you they need money for a certain inclusion needed for development. And all the ideas of this could even make a game itself, separate from *The Anti Christ*.

Back on topic, 5 more ways to spend money:

5. Hiring people to do regular jobs or errands for you. For example, bringing in items. They can be detected at work. It can be operating a business. It can be hiring a musician to compliment a business, or these:

Body guards, Security guards, Detective work, Theft, Assassination, Procurement of weapons, of drugs, or of preachers or evangelists and people "religion-making."

6. As well, rights to books, music and patented items may be purchased. **If you are buying a work of music you can play it in the game. Maybe then music in the game will be less monotonous and a thing of choice.** If you buy rights to a book you have its use, which contain patented ideas. The books you buy help you and your hired help. It is used to teach your helpers. It expands knowledge, permitting more options and ideas in the game. Maybe it isn't in buying rights to a book. But in the game there are secret books to obtain. Patented items that the rights are purchased, this means more options in having things developed for you or simply in having better control over its development, and the limitation of it for others.
7. Major spending that incurs ascendency in the game is buying out everything. Be it property, farmers, businesses, drugs whether legal

or not, patents, power companies, entertainment venues, - in short, obtaining control over enough things to establish irrefutable power over the game people.

8. There are 8 elements per phase in the game. When 8 of these phases (or maybe there is a better number than that) are accomplished by percentage, 100% for each of the eight are gained, then move to phase two. There is an image to this. The image is of the following: a lightning bolt tongue (power) a yin yang tail (balance, accord) a Phoenix wings (two of) (one for overcoming, and one for permanence, the certainty that well enough has been done, without possible cracks in the dam. *That what you've done cannot be undone.*) Then there is the eye of Horus/ Udjat. This is for reputation, for the esteem of others. For optimal consideration toward you, which can be fear or support.) Also there is a crown for taking risks. By doing things immorally. For the *sin*. Once you get to 100% for all six pieces a dragon will appear, one crowned with a lightning bolt tongue udjat eye, etc. You will speak with it and will be given three wishes, kind of like a game genie. **You may wish for:** *Reading minds, cursing one person, having greater wealth, having a demonic protector, being able to possess someone, greater popularity/ to more easily influence, cause an earthquake where you want it, make comets come down.*

9&10. Human pesticide and foreign slaves.

135. ***The object of the game is to manipulate society in a manner that you gain overall control of society. When things are set up in a way that a chip is implanted in people's hand that they can buy or sell anything only if they have one, it is implemented and you are then worshipped as Anti Christ.***
136. At the last of the game you get a number of how many you have captured for Satan.
137. A Shaman may tell you:
 1. If you hear the rooster you will be given money
 2. If you see the bear you will defeat it
 3. If you follow the rabbit you will find three items
 4. If you see the cat you will play with him (there are many cats, a person dressed as one, a miniature figure, a painting, or a real cat)
 5. If you capture the mouse you will have something for the cat or bird. Or you will scare an elephant.

6. If you find the fox cave you will escape
7. If you ride the horse you will have great victory
8. If you eat the swine you will become him
9. If you free the tiger you will kill the dogs
10. If you befriend the dog he will hunt, protect, uncover/ find, and help you.
11. If you visit the goats they will help you set things up themselves, better than you could without them.

Whether these are requests from the dragon phase by phase in the game or are regular options from which to choose from in intervals are up to the programmer. Or they can be pre existing things in the game, not chosen from to activate one at a time. But I do want heavy incorporation of my "Principle List," a list I created listed below:

Element One: Bird, hand, staff, red

Element Two: Bear, cane, bee, brown

Element Three: Goat, ring, thief, white

Element Four: Black, fox, blast, beast

Element Five: Red, whip, cat, fairy

Element Six: Swine, gold, sword, joker

Element Seven: Elephant, blue, spirit, stone

Element Eight: Dog, purple, dragon, mask

Element Nine: Mouse, king, yellow, wind

Element Ten: Horse, creature, toad, yellow

Element Eleven: Word, tiger, assassin, creature

Element Twelve: Rabbit, seed, stage, green

138. There can be a set of 8 or so games within the game in an arcade style business. This is good for its own reasons. While it has nothing to do with the plot of the game, it adds well to its gameplay. The trick is in how it is

presented. Perhaps somehow it can be given importance to the plot, as magical arcade machines. It can alter elements within the real game. No special reason has to be provided for where it gets its magic. It is simply worth having by the player. The more the better keeping with it quality, not just quantity. These games can be very simple, and sometimes not arcade machines. Better still, not arcade machines at all but slipped within a game, such as: a casino, playing cards with friends, playing a board game as a child in the player's memory. Comes a dream, the player dreaming about a strange universe. In fact every time you dream, a strange reality occurs that is engaged like a game keeping with it a dreamy climate. Or you can race cars with your friends. As well you can possess a military individual and perform his war time duty in the infantry. The same can go with possessing a spy or a member of a swat team. Possession as said earlier can be one of your wishes from *Dragon*. As well you can become help for others by plotting out the design of a town.

139. When you dream you act a certain way. Depending on what you do in your dream will change the game in particular ways. You can bring forth treasure from deep within the dream. You can spy on people. And you can burn things down, or otherwise use a type of black magic in astral projection. *Astral Projection* you can request from the dragon or perhaps learn from a leader of the occult who is hard to reach. Taking the time and difficulty to reach him, he will grant you that power.

140. Providing some abstract ideas can be helpful. Here is some food for thought:

The staff disciplines
The seed grows, feeds, entangles or beautifies
The cane helps, supports
The ring commits
The sword vanquishes
The whip punishes
The flute calms and the wind eludes
The wand alters
The dust erodes
The word changes people
The stone blames &
The mask covers, conceals

141. Here are some more ideas using The Principle List provided earlier:

Beasts within the game, or mythological ones: A hand, a bee, an actor, the goats, the jester, the fairy, the “beasts,” the “creatures,” the king, the toad, the ghost, and the dragon.

In the game Jesus is shown as *The King*. In the game Satan is shown as *The Dragon*. In the game The Goats are *The Four Great Evils*. The four goats punish you, reward you, or change you. They are together, the four of them, at a table. Doing something wrong in the game will have you corrected or changed. Their council is absolute.

Continuing- the fairies can change into human form and help you. They can lead you into treasure. And they can bring people to you or bring you to people. Or perhaps instead you can get a new fairy under certain conditions that fulfill your wishes as they are capable of and then are freed. They can either be bought or captured. **The fairies come in different colors: red, green, yellow, blue, black, and white. If white then you choose yourself what color it would be. Red fairies attack or in some way destroy things. Yellow fairies keep you from mistakes or teach you useful tricks, as magic techniques. Green fairies provide you with things, can be a sudden help, and don't serve on command but simply when it knows it is needed. Blue fairies will hurt you if you catch one, or get in its way, like a bee. And black fairies have to be caught in large numbers in order to work: 20 or so, before they can be used. Once 20 are gotten you may wish upon a star when darkness falls. Depending on what star you pick to wish by, a different wish for each. It will come down as a chest from heaven when it does.**

142. The game is really scheduled. Habits, errands, tasks, choice of action to action fits the player into a daily routine. For example, if each night at 6 PM you go to a temple and pray, in 7 days you will be rewarded for it. This has the player doing one thing each day, and there are many such daily performed activities. More of these can be donating change to The Shrine of Santa Muerte but let me digress into that-

143. Altars can be constructed. Different idols can be obtained to place on that altar. Different candles, too. And money put upon the altar. Animal sacrifices can be performed on it. And in the game human sacrifices can also be performed upon it. A large altar, and I mean large, as a trapezoid (topless pyramid) could be in this game, too. Santa Muerte is offered money on the altar with a particular candle lit per request. But she may want more than money. She may want you to sacrifice something for her, making the game badass.

144. There are deities/ demon- gods in the game. Here they are and what they are about:

1. Leviathan- Deepness
2. Shiva- Indulgence
3. Agnes- Playfulness, Childishness
4. Lilith- Division
5. Pan- Celebration
6. Mammon- Great Wealth
7. Beezlebub- Consummation
8. Neti- Madness

That is just an idea of what you would receive by worshipping each deity.

145. Again, the game causes routine. And it is a good idea because it increases natural, regular gameplay. You wake up and do something, then another thing and so on until the end of the day. When you get back home, you wake up and repeat what you usually do. But of course things can vary about your day, and different things are probably going to want to be done. And if it is enjoyed will be repeated, until that changes into something else.

146. You may create a Church for any deity listed above. And the more it is worshipped (the more followers of said Church there are) the better the reward unto you, especially if you manage to convert or acquire prominent members of society through its doors. The deity will help you become Anti Christ with these things done.

147. Since many games have become for many things to view others playing the game can have many outcomes. It can be pieced together cinematically, forming a movie. After a draft if the game improvement can proceed by putting in its cinematic qualities. *Like a thousand movies within one.*

148. To look ahead into the future of gaming there are games that you can both record and take screenshots of.. Any inner image. These already exist. But programmers haven't given much thought to it. But in *this* game you can capture a screenshot that the player can easily print on his computer. This can be a fake diploma or achievement paper. It would hang in his wall for other players to see. As well as images and video of the game being able to be procured, people also take out soundtracks from the game. I have a great idea for this: the music has many different

combinations of melodies, rhythm, riffs, etc., which to play, always in a different order. There are melodies most like to play, and some less likely, and some somewhat rare. This will make music in the game that is always slightly changing, though still recognizable. Let's say there are fifty melodies, chords, etc., not only do they play in different order (though one staff of music plays most often, being ten of it out of the fifty) they also play with different musical instruments. The effect is that the music is always slightly changing and its soundtrack more programmatic. And if it is reproduced, its renditions are very, very many.

149. Game ROM hacks are another thing happening often in today's gaming community. Patches, too. Game mods, online use, VR and holographs to come later, but inevitable. AI, virtual environment, unlimited storage capacity will come someday. Here are some ahead-of-time ideas for such games. Its future development under such advancement in tech may sound impossible but I'll assume anything could be possible.

First, media someday could be very easily incorporated into games *outside* media. Players could add new aspects of the game with these and otherwise, reprogramming bits and pieces. Whatever a person adds could be his own claim. His own "property." But every player should be given their own territory, their own domain that each of them strictly controls. But they can be purchased, as plots, from other players in stake of desired pieces wanted and bought or traded. There should also be a Master Player, he who is playing his own copy, though another's world can be entered into within the game. There must be given consideration of how well the game blends together. There are off limit places from one person's game against another.

Second, how about there being a library? People can add eBooks to. And these eBooks that any player can create is the guidebook for their game, with their rules and unique elements. These books in the Grand Library are records of the players' ventures, captured images, tales regarding them, and their outcome.

Third, music stores have music compilations that can be bought by the game players with in-game money, or perhaps genuine money. Items of other players and such can also be bought, in a different kind of store.

A King Player can have his own currency made. An image drawn and the money produced. These coins circulate naturally. Each has a number on them, one unique (perhaps letters + numbers.) They circulate, reaching far. And if your coin becomes popular or reaches far away, different things like such can gain you power, more control over its course. With the number on the coin a record could be made of how it was used as it passed from hand to hand to hand. Maybe you can call on all coins to return to you at any time. This could entail a war to take them back, or perhaps just a small battle. Or you could produce temporary coins in case if not spent quickly enough, or comes into the hands of someone too late, it can suddenly be deemed halted, and never excluded from your bank.

And there are Lord coins. It's a coin that can only be used in ways beneficial to the Rule. These can be used. It's a have- to- buy type of coin. But with them prices are cheaper. If in tracking any coin it is found to be spent not on what it was supposed to be then the player who didn't can be apprehended and paid a fine.

Some of the players within the game become Ghosts. Any player can venture into Hell to pull them out. If they do then they are that player's temporary servant. The Ghost makes an offer or the other player makes a proposition for their release. If they do not then they are returned unto Hell. And you can escape Hell, in one way or another. Perhaps by making a similar deal with the Devil.

There are Anti Christ players and regular players. In a game where so many players are one supported and the other not in becoming the Anti Christ. Positions can be taken, obstacles made, as most in the game are sometimes supporting you and sometimes against you, but always themselves the same endeavor. With one having become The Anti Christ he goes into Hell, thrown into it by God. And in it are all the great sinners who too have become the Anti Christ alongside you. So a lot of consideration should go into what it is like down there.

It should be more casual, biding your time. After a while you and the other players who've agreed to be by your side will break out of Hell and asail Heaven. There are players up there, too. (Or maybe not.) But if you have

formed a party good, high numbered and strong, then you will defeat God and his angels and take the Five Keys.

There are five members in your party who will each receive a key. Each key opens the door to another world, of which there are five. Inside is a bed. You lay down on it and awaken in the new world. You choose which world to awaken to and are there, to continue your quest much the same and become Anti Christ in yet another world. But the system of things is far different than the Earth. Earth has its own type of people and each of the five planets have different peoples.

Link is medieval, a fantasy world, such as you'd find in the books of JR Tolkien.

Pippy is a place of magic and witches and very bizarre

Sefra is a highly social place, one which you may become too attached to to leave. It is the more social based place in the game. The agenda *there is* not to rule, but to enjoy. But you may leave and return. Sefra is loaded with mini games, from arcade style, to 8 bit stuff, and a little 16 bit stuff. It's too a place where crafts are posted as opposed to inventions or the like, as on Orion.

And while on these places you are asked to approve or disprove the insertions of other players. And are paid to do so. If a player gets four approvals it is posted. But if one of the four is disapproved then a fifth time it is asked, and if the fifth approved, it will be posted. The player can ask for a modification at a price set by its creator. So if the player says will modify at a price then it will be given that modification and paid for. But it then must be processed again to be approved or rejected. But the player who paid to modify it submits it too and *if either of these submissions meet four approvals, it is accepted, and posted.*

Orion is a technologically well developed place.. Places, actually, because Orion is not one world but many, many.

And Ler- Let is "The Hell of all Hells," and is a place of diabolical imagery. Evil is seen there and it is a place where most of all the player learns the

lessons of the Satanic. It is imagery based. It is a place to hear evil stories and see them play out, like Hansel and Gretel type slideshows with a little animation. Then, going elsewhere, some evil looking thing tells you "I want to eat you." Then images are shown of little devils being fed meat. Going to the pyramids of Ler you will hear "*Llerr*," and behold demons building up. When it is finished, maybe you can even climb it. And once on top you shout "Ler!" and God's all seeing eye pops up above it "Boing!" and He begins to see you. And things change.

In Led players create text and imagery to be viewed. But there is a lot of it preexisting, which should be substantial.

In DEFRA players make games for others to play and build socially minded things.

In Orion much information can be shared being "technologically advanced." Players there post ideas for new inventions and teach. They post information of all kinds and put them into libraries. It is like the internet but only information based.. Things to teach. There can also be "Bibles of Humankind," which are books made from two to six lines of one's best wisdom, best possible quote, best things said. When they reach a hundred pages, new books can be made the same way.

In Pippy, magic is taught. Real magic from old pre-existing books on the occult. And a Tarot interface. Astrology, too, is auto generated and accurate. (If Saturn meets Mars Aquarius will.. As astrology is an observable, determinable thing it can show computer generated results.) On Pippy people also post magic rituals and rituals can be attended to such as a "prayer screen." Unlike the other planets, Pippy has you doing things in real life, such as making wands, using magical herbs, praying to deities outside the game (and what to pray.) It is a magical curriculum. And maybe there can be a game in it similar to Dungeons and Dragons, without copyright or patent infringement. But a dungeon crawling place. Much of a place like an enhanced text adventure, however best that is done.

In Link, general Lordship is sought. Stories are written. Stories are read, stories are taught.

Each area has the challenge of doing *The one Great Deed*. That deed accomplished will let you travel to the next planet. But for Link it is merely a hot air balloon you ride to get to Pippy. In Pippy you do (something) to get to Sefra you leave behind one great piece on the planet and the planet rewards you with a Space Coat to Orion, which is option one. Using that method to get to Orion you must have approval from 16 other players there playing the game with you. These are random players. You post what you will leave and if it is determined to improve Sefra well enough, you are given use of the Travel Suit/ Space Device.

On the Planets of Orion you have a lot of venturing to do. You must learn ways to travel from planet to planet until you reach Orion One, the massive and by far the largest planet of Orion. Once on the center planet you step onto a transporter.

Once you've made it from the upper areas of Orion to the center, you may leave to Let in the center or continue working your way from the center back ways. In those areas are the choice elements of Orion. Things of the best input. Many treasures. Many opportunities, especially helpful when you eventually get back to Earth.

Then you go to Ler. On Ler you must acquire dominance enough to procure slaves. Then you must have a towering pyramid built. And once built you rise to the top, proclaim "Ler!" And God's all seeing eye appears (with a *Boing!*) And you are back on Earth. *But this time it is a place where all the five planets have merged into one, which is "The New Earth."*

During your travels through the five planets you were often asked "Keep this!" or "Discard this!" Depending on what you chose to keep it will be there as a part of the Earth's moon. with other elements added automatically. You can keep a song, you can keep an item, one of magic, or you can keep little devils from Ler. But in each venture into one of the Five Planets there is a limited number of things you can keep. **These things are hidden on the Earth's moon.**

150. As it is about being The Anti Christ, things should be incorporated from the scripture that relates to him and his time, as from Daniel and Revelation. That includes much, from the four horsemen to description of

the Beast Himself. It includes the Dragon, the Whore of Babylon, etc., and of course the number 666. As mentioned earlier, you first gain control over the economy and global resources and after monopolizing everything you have it that these things can only be purchased with the number of the beast. A new coin is issued and a pay with chip implanted into your hand, and the first portion of the game is complete.

To add to this are the plagues, the boils and the turmoil, a type of living dead earth.

151. Some types of people can only be seen at a certain time a day, and sometimes at a price.

152. Lottery tickets can be bought. The odds of winning are far greater than the real thing, but the reward is still substantial. And scratchers may be purchased.

153. *A note on my appreciation of SEGA and Square Enix:*

SEGA had a few games that were wicked and set a dark tone, to some extent. And as much as I support the underdogs, SEGA is certainly one. That coupled with the fact that SEGA made many innovations under-appreciated, or never even acknowledged, as they should be. As a *disclaimer I own nothing of SEGA and am no part of its employment*. As a compliment I wish I was.

My second esteem is for Square Enix. Again I do not own anything of Square Enix and am in no way employed by them, as of this writing, but would like equally to be making games for them as well, if it ever happens. *Square Enix has one great series (Final Fantasy) and I feel I can add to that many new games that would ensure greater prosperity.*

So if SEGA or Square Enix would like to hire me, I would be working for a company I love and would work wholeheartedly toward their success.

But this book contains content not copyrighted and serves as a source for any one in need of ideas.

154. You may notice in the fame as you are plotting to take control that members of the government are spying on you. A little effort should be given in being unseen and unheard and in tying up loose ends, else you will be apprehended and exposed for treason. Particular conversations should only be made in the most hidden of places, and not too often. If 1) contact with others are too frequent, causing suspicion, 2) if you deal with the untrustworthy, 3) you do not hold conversations in secret hidden places, or 4) you talk to the wrong person; these will expose you, causing you to be arrested for treason, and it's game over for you.

155. At midnight every night at the *Strange Occurrence Site* strange beings begin to appear from out of nowhere.

156. "Green Marbles" are an item that may be bought on the planet Pippy. When placed in any area fairies take them and leave a gift after three days. Returning there you take it. But other players may find it there, and take it themselves, so it's important to place them in hidden places.

157. The stars have their own type of working and reliably drawn upon astrology. For example there is often seen a triangle of stars at night that can indicate something, something known more specifically by the spaces spreading apart the three stars, as one to another.

If there is a particularly bright star it may be followed, and the player will arrive at a reward or desirable place such as a place where he meets a new ally.

Also are stars bright that indicate you are being observed in the heavens, and a window opened for you to visit Heaven- as maybe God or an angel is asking you to be received.

Also are stars in the sky that turn to blood, any night when something gruesome has occurred, and thunder about with it.

And stars in the sky can indicate codes, as suggesting numbers. And if the code is pushed into the controller then certain things happen. To illustrate what I mean, the first star brightens, then not the second next to it, but the third, then the first one again, and finally the fourth star brightens showing

a code: 1,3,1,4. However that number is pressed in by the controller- or better, as a melody on a flute, that tune will have a particular effect. It could be that an angel or demon is called. Or that the weather changes, a friend brought it to you, or, whatever good thing could happen.

158. There is an incredible war machine produced for "The Great War." *Or before the great war.* It is an octopus-like object in the sky, one massive and can be seen in the sky, by peering up, that has 8 middle slinging arms. It is known as *The great eye in the sky hurling down missiles at its enemies.*

159. During The Great War the player has a lot of control over the use of the military. When all things are set in place commands can be made, and is a generally easy win. The player can order groups to execute certain actions or order the use of war machines over anything s/he wishes to. Slowly in the game weapons were procured. When The Great Battle is initiated then the look of war comes across the screen as great military might is powered through. And when the dust settles the AntiChrist Player emerges.

160. When the player becomes Anti Christ and takes over the world s/ he is given palaces and a primary home. The first is The Master of Expression Palace. The Second is The Memory Palace. The third is the Taste Palace. The fourth is The Magic Palace. And the home, known as The Glow in the Dark Home- which is far better than a white house! In the memory palace, real life memories are posted inside by the player- their true memories, and become a component in the game beyond playing it. In the taste palace, the players' tastes are recorded/ listed, with pictures that could possibly be added within the game. It is a house of desires. The magic palace is a place of idols and artificial rituals, with paintings of demons inside, and such as all of that.

161. There are visions under different circumstances. One is of a large towering building known as *The Tower of Boom.* It talks in a booming voice and is looked at upward, with this ethnic, deep voice.

Another vision is of an elephant looking demon that guards the doorway to the underground city. It is a flash of sight, the player briefly sees him when at the entrance. And it indicated what must be done or gotten to enter.

Another vision is of God swishing you away with his hand and saying "Remember fire, pussy."

When you do something right you see a dragon no more than two feet tall saying "This is great AC!" You can go to Africa in the game and collect a deadly virus. Perhaps you see Satan doing so, instead. Satan can be shown in Africa pulling something up.. Like Ebola.

There is a vision where you see a purple hazy dimension. Peering in you see a person playing an organ, like a bald guy with a goatee or wicked looking, or wizard looking. You catch his eye and a lightning bolt flashes on the screen. Then you see that someone has come back to Earth. Perhaps an old friend, an old Conrad that could really help you.

When you become Ant Christ, as you do, God says, "Very well, today sin has taken you, and you have become the Man of Sin, refusing to be free, choosing to stay captive. I now don on you the crown of the unforgiven one. *That is a vision*, too.

During the Great War a vision can be seen in the clouds of a grim reaper sweeping forth.

There is a vision, a kind of scene seen of people at a bench facing a Musician playing quite odd music. You say "What is this? Where am I?" and you are shushed. And someone says "Quiet! We are trying to hear the suffering of Hell!"

There is a vision simply of Adam and Eve in the garden. And the game can present other biblical based imagery.

162. There are voodoo dolls in the game.

163. Strange things are sometimes heard in the game, such as:

Do the Shake Do the Shake Do the Wake do the Hip-ee Shake.. Daylight come Mon me wanna go *home*. Is a day, is a day, is a dayay-ul. *This is heard when a certain kind of sleep curse is done on someone.*

The Second Half

164. This blasphemous joke can be read:

Where'd you come from Satan?

From traveling up and down on the Earth and traveling in spaceships.

Have you considered my Job Satan what a wonderful guy he is and how worshipful he is of me?

Yeah but if you kill off his family and destroy his possessions he won't love you!

Okay so here is what you do Satan: Kill off his family and destroy his possessions and he'll still worship me you'll see!

Okay I'm going to do that! Boom boom boomity boom kill off Jobs family and all of his sheep!

I love my God. I worship my God. And my God is a Great God!

You know what, God? You were right, he still worships you.

I told you so Satan. Job will love me for the rest of time!

(This is a thing heard when Satan enters into the World at one instance.)

155. Another vision is this: at dawn the last shining star has a cloud that drops beneath it. It looks much like a bat falling from it- a batish shaped being. That cloud swirls to the left, becoming a dragon with horns. Then, over the first rays it goes over the sun, somewhere to the west.

156. There is a vision of a woman making a repetitive dance move down the street while buildings she passes blow up one at a time.

The Games Beginning Scene

157. After the point that you are just about to become the Anti Christ and everything is going well you are arrested for treason. You are sitting in jail. Some of the arrested there know you. Then suddenly comes a loud boom. A guard on the CB says "The place has been bombed, we gotta get him out of here!" you are escorted outside when the guards transporting you are ambushed and take you to a certain place and watch over you protecting you until the time comes.

158. The first scene in the game is your 18 birthday and you are taken into a park. Your step dad says "There is a ten fair nearby, we want you to

attend it. It is over (there) a little way. So walking through the park a bit through a desert where a large wooden castle could be seen ahead, you arrive and are told to get your three day pass to stay. "Regularly it is a hundred dollars," an old lady says, after you tell her all you have is a dollar. "But well accept this, have a good time here, enjoy yourself."

So you wander around and night shortly follows. Only one group of people are awake and out and you begin talking to them. "So you are a Satanist?" a man says. And you say, "No." a woman there hands you a chalice and simply says "Have a drink." "Very sweet," you say.

And you keep on elaborating on Satanic topics. The man says again, "Then you *are* a Satanist? What's (this) and (that) you are not the things only a Satanist would say?" Then you say, "Yeah.. I am one." The man then becomes a little angry over this and says "You're just untrustworthy, a liar, and we want you to leave! " You then hand the cup back to the woman there and leave.

When you leave you go to a hospital tent and sleep. You have some dreams of your earlier childhood friend's influence of "really working" witchcraft. Something you then took up. And visions of Satanic magic being practiced. Also something of your stepdad who secretly led you into it.

The next morning you wake up and watch a little swordplay and archery. Then you go to a different area where a feast is being had. You are all said, "Line up one by one, and one by one when you pass the King and Queen inside at their throne, you are to bow, and then sit at the table." Only when your turn to bow comes, you don't. You go straight to the table.

And while you are eating you say "Mmm! Body of Christ!" someone says, "What?" And you say it's just a joke, but the food somehow tastes better that way. Then the game cuts to a scene where a bat like Lucifer swoops over God and devours him.

After you leave while you are walking down a path you see the man you talked to the night before. There is a conversation on courtesy. You make it to his tent where he says, "Look, Satanists don't just bump into each other.

That never happens. We are going to consider a few things. Maybe tonight we'll be doing something special here."

After this the day transitions into night. While it does a man is sitting by a fire with others and making blasphemous jokes. Then night comes. You see and hear something and go that way. Sitting down you watch a young woman dancing like a gypsy with a tambourine. You hadn't slept for days but the whole thing is tranquil. Your male friend is playing the bongo drums behind you and you fall asleep. When you wake up you are somewhere else. And every one is gone except that man. Who says, "It's all a game. Play it like one. We will meet again. I am The Dragon. Your father will be here soon, I've got to leave myself. We will see each other again at the end of the road" (Actually instead of him telling you this in person it is on a note left you in your pocket.) Your step father shows up, and asks "Well I'm sure some important things happened here but that's all I can say."

Then the screen cuts into the title screen and the title fades in "The Anti Christ."

159. You befriend a man in the game who tutors you, guides you, sets you on a certain path teaching you. He develops an online group called *Global Satanism*. And later he gives it to you.

160. There is a time in the game where you are bullied and others start coming to your aid and support.

161. At one time in the game the player lays down on the ground front down and says, "I hug my little blue rock, I love my little blue rock, I pray it will be wonderful wherever I am on my little blue rock, wherever I am on it. Satan can do whatever he wants but I want his little blue rock."

162. The player is homeless and starts to yearn for certain, simple things. Better food, stickers, certain books, better clothes, warmer weather, *Holst-The planets*. "And it was a cold day for him." While asleep someone stole his doll friend. The police are always waking him up and having him move, sleep elsewhere. He does unusual things in public. He went into the center of a road-made stage and sang "When you wish upon a star." His way is to speak strange jokes like:

What you bitches got against us Kitty's anywey? All we do is lay around all dey. It's not like you eatus.

*Jeba Deba cuta
Jeba Deba guta..
Jeba Deba Muda.*

163. Satan appears not long before Christ does and has this to say:

The Nothing's on his way! -There's no such thing as a Nothing! That's impossible! I'm telling you he's on his way I'm outta here.

Satan waves his hand and opens his palm

I'm on my wish dragon Satan, fall into the bottom of the sea, come to shore and there's "The Wolf!" (Who says) I have come from the nothing to keep you from destroying the nothing. I stab him to death with my knife, he's my demons I kill him. The nothing is gone, fantasia is all new, and I see the empress. "I name him Adam!" – I name you taken!

Then Satan simply says, "How about that?"

165. (164, word processor error.) A thing happened while homeless is that the character prays one night for a erroneous divorce from God, as simply that. Later after a few other things occur, the character is considering the best way out of homelessness is to marry a rich woman. But he forgoes the idea, takes a little plastic bucket from the trash containing uneaten donuts, puts tobacco snipes in that and says, "Nope! I'm married to my Shugo and my Nicko!" As he says this he passes by a group of people and they say, "No one is going to marry you, you bum!" He spits on his face for saying that and walks a bit further. From behind he is knocked to the ground, and lands on his ring finger. The police did this. They say, "This guys bloody." The character says, "My radio," as a moan. (Which broke.) And the police ask if he is going to need medical attention. He tells them no and they throw an alcohol swab at him and say, "Clean yourself up, and don't do it again." And he leaves. He then realizes his ring finger is broken and tells himself, "I am married to Satan.." Then he has a vision of a person jumped by very quick ninjas (complete with strange swishing sound effects) and quickly they leave.

166. While homeless the character lays on the ground in a cross and says, "I'm the King of the Jews!" while wiggling his feet. Right after he said that the police approached him and said, "Get up! Go that way!"

167. One day in the city he is met by a very well dressed man, like a well groomed goatee, a serious disposition. He tells him to come with him. So with him he goes into a ride prepared to a church. He says, "I'm like their best friend here. Take a seat, anywhere. Which he does, the man (Satan) plays a guitar for their singing. And the player falls asleep to it and has a dream. It is at a crossroads after walking in the desert. There is blood on the signs there and many dead rabbits. The player goes eastward and wakes up. He is suddenly in the Devil's home who says, "Any less sleep and you would have died, buddy." He says he was just looking for someone he loves. He says, "Can you bring Erin to me?" He says, "I sure can, buddy." *But later he comes up to someone and asks his name. He says, I'm Aron.* Satan in his home asks the player "I like that movie Return to Oz. You don't hear anything about it these days do you? Anyways, you've got to leave now, and go that way.." Pointing leftward. The player then leaves and goes in that direction, coming to a psych hospital. He enters and his mouth is possessed of strange things, and they admit him in.

While there he meets a girl with a Slayer shirt whom he tells a little about himself to and that he likes Slayer, too. She says people like this meet for a reason. The rest is just a cut to a scene to continue the game/ movie.

168. While homeless there are different ways the character tries to get money. One is by wading through a wishing pond, collecting the coins at the bottom. But this can only be done once, as he is stopped. Another is he tries to create the Church of Lucifer Message in or on Something. And he hands out papers promoting it.

One time an old lady gives him a large bag of pennies, which, after it couldn't be used, he tosses into the middle of the road and says He is Antichrist!

He says, "I won't be a beggar!"

169. One night early in his new city he goes to a street corner and prays,

"I pray to be everything Lucifer, the Son of Satan, equal or greater than Jesus. I pray to be the Anti Christ, whose image is worshipped. I pray that I always be among The Devil and his angels. And I pray for obedience, service, honor, wealth, and prestige." A man here's this and says, "He's praying to be the Devil on the corner of the street!" but no harm comes from it.

He then takes a cup on the ground that someone had peed in, drank it and said, "This makes me the Anti Christ! For I was hungry and you gave me shit! For I was thirsty and you gave me piss!"

Likewise he looks up to a star and prays for the same thing.

170. As stated a number or two ago the character goes into a psych hospital. Here is another scene from that:

A psychiatrist tells him, "You are what is known as Schizophrenic, Adam. That means you hear things that others do not. It means that you believe things that are strange and untrue, usually in a paranoid way. These things you believe about the Devil and being the Anti Christ, are just not true. You will not understand this until after you have been medicated, for some time. But someday you will look back on it and know it was all untrue. Your thinking will improve. You and I must make a pact. Stay on your medication, will you promise me that?"

171. So the player is then given antipsychotic drugs that cause the reality of the game to shift. While he can control and act more clearly, less clouded by "Schizophrenia," he also is unable to interact with demons, or perceive things in a metaphysical sense. When he takes his pill, he is unclouded, better organized, more capable to have things done. But when he doesn't, he has contact with the metaphysical realm. Much like in many games before, two types of reality can be entered in this way.

172. There are a few instances when the character is arrested, but psychiatric reasons have him out. There is a joke said like, "Well Mr. Anti Christ, have you taken over the world yet, or just lost your damn mind?" Then there is a shot given and his eventual release. Jail life can be incorporated into the game. He has a lot of time to think, after all. So he

scribbles sigils, makes prayers to God and Satan, and hopes for his release.

He reads information that is useful. He takes classes, he is better upon leaving, and better equipped overall, each time he leaves jail. And maybe he has gone just crazy enough in the mental ward to earn a license of the psychotic.

In fact a time of the game comes where the public have made him mad. He is ridiculed and harassed while he is homeless. And this catches the attention of civil authorities. First a psych doc says, "This man is having a panic attack! Give him some space, for God's sake!"

And in another instance three psych docs, or one and two therapists, come to you at night and state they are here to help you sleep. "Just lay down and try to sleep."

You gain much sympathy due to the overwhelming harassment others see. At one point in the game there are snipers on the roof. You had gone simply mad. You were being lead by the public to either kill yourself or do something stupid enough to have you killed, as by the police, for harming a child or attacking someone.

At that point, when you are just about to, snipers shoot each and everyone around you, but not you. And they put you in a car. Then you are told, "Everything is going to be just fine. We are taking you to a secret place." There is then a very long ride to your aunt's house, states away. And you spend some time there until you are again in your right mind.

Over there you have a computer, and a social site account. First, before you were given it, you spoke to a man from the government. He says, "Oh, well, Adam! You will be just fine. What do you think the Romans did to Paul after they couldn't stop him from preaching? He was teaching good things GS, things we all should be doing. They put Paul under house arrest and I can guarantee you he was well fed. And what with these religious books you have made and posted online you have a large fan base there, though you wouldn't have known it, we heard it from you. We can see that what happened with Jesus and what with his followers is happening again, but

it's the Devil's turn. And we here know full well what God would have done, and act on his will. The time of your purpose has come.."

And he continues by saying, "We have an online account for you here, one with a governmentally protected password, and we want you to use it freely. And don't worry about being arrested for anything you have to say. You aren't going to be."

173. There are three other visions of people panicking. In the first there is a giant green radioactive bubble in space coming to earth, surrounding it and a sound as one shivering. A second vision (these three each ate shown somewhere in the game or movie at different times) is of a giant ship dropping big blobs of black ink on it as Satanic graffiti. And the third vision the player has is of souls (of Satan and his Angels) leaving a black hole. With that one is seen Scientists on TV stating that strange forms of energy are leaving a black hole and it has scientists baffled. Scientists have said for a long while now that such a thing was impossible.

174. Strange things told you, sporadically:

A Muslim man tells you, "You're a devil!"

A man comes up to you and asks, "You've been pretending to be Jesus lately, haven't you, Adam?

One asks his friend, "Does that look like Lucifer?"

Someone tells her friend, "He's a wise guy." Her friend replies, "The Devil's his master."

One asks, "Can I worship you?"

Another says, "The Devil's coming to get you."

They sometimes ask, "Is this the guy who never breaks the law?"

While speaking, sometimes someone says, "Lucifer has spoken."

People rustle around you while you are pretending to be asleep and say to a woman, "This guys the Devil!" She responds, "There is no God, silly." He says, "But he's afraid of us!" And she says, "Well maybe he is."

And by a Church a priest tells you, "You do not belowng in tha howse of Gawd."

..These are all indications in the game that you are becoming quite popular and on the right track.

175. In your profile you are identified as one of 12 names. These twelve names are chosen by the player. They are names of people or beings that have influenced you the most, whether real or fiction. For example one of them can be *Lex Luther*. And another *Hermes*. So twelve of those chosen by the player and as closely matching as is can be determined by others being with you in the game.

176. Some magic must be done by two people together, three, or four. Magic is available based on the letters of a name. Those letters form names of spells. If the character's magic name is Lucifer, and the other Cecil, and the spell is *Fire*, then from the name Lucifer comes the number 4. 4 letters in fire are in the name of Lucifer. As with Cecil, there are 2. Cecil would have to find someone named, in one instance, Elfra. They together make the spell more potent. It would be a level two casting.

The Letter Number math could affect the game in many ways. It can also mean that a spell of fire cast by Lucifer has a level four effect, and by Cecil, two. Choosing a magic name the player could have up to seven letters. And with how many magic spells are available, no one is overly privileged by the name they choose.

And with the number of names things can be used in other ways. It can determine who helps you. It can cull either association or disconnection and is so applicable that I'll get further into it.

The number of names, if widely used, could change the game a lot, making the game very different from person to person without any overwhelming programming. And going back to the players 12 names these could be summon beings. These are magic names, too. But not for spells. These instead could simply modify stats. *Defense* from *Hermes* is at number 3. *Influence* from him is at 2. But *Mantrid* makes defense at number 2, and influence, 2.

What you buy and sell can be taken from your second name. Your second name is your monetary name. What you buy is determined by the number of your second name, as before. So if you buy a gun, the number of Jaysus is 1. It will cost a "one" credit coin. This system is as such that a one credit

coin is worth as much as an 8 credit coin- they just get you different things. Then there is a third name, and a fourth.

I just want to provide a general understanding of it here and it can be worked on from there.

177. The game's environment can be interacted with and operated within using colors. With four buttons- one for red, one for yellow, green, and blue. If there is a green thing in the game, pressing the green button brings you to it, chooses it, warps it, attacks it, brings it to you, puts it with another green thing. Or if red is pressed after green it combines it, puts one against the other, etc. You can "add to green/red/yellow/blue stock (and collect everything of a certain color on the screen.

There are four meters for each of these colors and mixing and matches performs certain actions.

For color blind gamers a different button can be pressed to show by letter what color it is (G for greed, R for red.) And to help the color blind more they can press on of the four regular buttons while holding down a button other than one of those four and the color s/ he chose to press illuminates on the screen. (Hold down button L and pressing the green button anything green on the screen will brighten up and stay so until the gamer holds down L and presses button green again.

If I made a game pad I'd have on it LED lit buttons, like a blue light one, and other colors. And you could decide which button is which color so you can easily use more than one color.

178. You can use magic to manipulate the environment. **Magic cast on certain things brings them to life. Whereas in an RPG battles are either random or without choice, in this game you can cast a spell to bring forth your own opponents- or just bring them to life for other reasons, like a talking tree or rock. There could be a sword in a big boulder you can bring to life and ask if you can have the sword. Or you can bring to life a miniature statue of any number of things: a dragon, which you fight, an owl on a post which comes to life, etc.**

This can incorporate the color scheme mentioned. First you use the life spell. In an RPG the life spell brings you back to life. But in my Anti Christ game it brings other things to life.

179. The gamer gets a “Memory Palace” in the game. S/ he has inside a biography producer (which could also be a good app/ software.) This shows simple words, like book, animal, park. It then asks you, “What do you remember with this word?” If it is a book then the player could type something in like, “I read Beowulf in Junior High and did an essay on it. And I had a collection of all of Anne Rice's books as a teenager. Also when I was a kid I got a book on sea monsters from the library.”

These are alphabetized and made into an auto biographical eBook.

180. The player also gets a taste palace later in the game. There a series of questions are asked to fill it. A large number of things: *what's your favorite candy, what's your favorite book, your favorite song, your favorite game, you favorite..* And these are also compiled into an eBook that the gamer can place inside her/ his other eBook (the memory book.)

181. Cars pass by sometimes or radio is heard saying things about you. Or you walk at night and there is a person heard saying, “This person has been walking for three days. Some say he's not even human.”

182. There is a ravished spirit in a small room that is perceived/ realized it is ever mad perpetually trying to find something in the room.

183. At one point you are at a major Church and tell them do not forsake me for I am Jesus. And you are thrown out of the Church by an offended person. They say this is outrageous! You come here, saying you are God? Don't you have any sense? What kind of power do you have to back that up, buddy? And after being thrown out a meteorite comes down and destroys the Church- most of it, but leaving witnesses. “God's” voice is heard from above saying, “Hear him, for he is my son.”

“I have come to receive those of the true Church of God.” Then it's said, “You are, you are the son of God!” and the survivors marvel at it.” Tell me Lord how to serve you and it will be done. .

184. One scene shows Lilith pretending to shoot an arrow in the sky with her hands. You see an arrow go up into the sky. Then you see a cupid shooting an arrow into the heart of God. Another scene is of the devil strolling down in the rain and lifting an umbrella upward toward God. And another scene is of a child (actually a demon) looking up at the sky and a raindrop falls in her eye and she says "I have God's tears."
185. In one scene right when you leave a Church service Satan appears to you outside and says, "And the oluv brantch and the uh uh fig tree. Are you writing thisss down decipless? May no one know where.. where I pisss."
186. *And there are a few times in the game/ movie that a Sermon is held in a Church that teaches from the book of Revelations, especially things about the Anti Christ.*
187. As mentioned, a life spell can bring any number of things to life. In one instance or so a stuffed animal brought to life begins to dance and sing blasphemous things.
188. An item is available that changes the weather or effects things in the sky. If you are running from a helicopter you can use it to make it crash. It can also make it rain, or send all clouds in a direction. Or increase fog. It is a stick with a ring on top and like a cross it has a stick horizontal on the upper part. How you look at the sky changes things. If you pull the ring inward toward your eye, it pulls down rain. If you pull clouds from further away it brings them closer. And you can pull in fog similarly. If you spin the stick you can spin the wind. And if you tilt it, rain can come.
189. There is a thing called *Price Stamps*. It is a digital stamp incorporated into a device that when first bought is connected to its owner. People have a *Paycel*. It indicates an asking price, if any. If there is, they want it, and have money for it, they transfer money onto its owners own paycel with their paycel and it is theirs. Therefore things can be left lying around anywhere and at any time money will become available to them, as it is sold. It has a tracking thing, too, preventing theft.

190. In a scene you look into the mirror and turn your head around and your face forms into the face of Satan, your arms rise and move around like you are a puppet.

191. A gargoyle statue can be brought to life with the Life spell.

192. When heaven is taken over and laid to test a massive imbalance in the world occurs. Space pulls into itself more but could only pull in more from what already is. So all of God's people and things are pulled into *Positive*, *A New Earth*. God destroys Hell and likewise a new planet comes forth containing all of Satan's people and that is *Negative*. The neutral planet separates into one or the other.

That is one concept, here are others a bit varied:

Heaven is destroyed and a new Earth forms from it, but Hell remains and only one new Earth comes forth.

Or when Heaven is destroyed the universe is pulled in from its center, not ceasing until it is compacted into a black hole. God and his angels go inside it, sealed within.

Or the same but with Hell. This can be a story early in the game which the player sees cinematically and during the game he forms a scientific team to open up the black hole and release the Devil and his angels. I personally prefer this occurrence.

193. While in Orion scientific knowledge is vast, and so you have an opportunity to create the greatest tech possible to take over it. This is done by replicating a rod, which replicates itself, and alters matter for material to produce more rods. The metal for it is made while taking resources to make them (it changes regular things into a type of metal that can be as fluent as water or tight as diamonds. And replicating and forming into the right sizes can produce any shape. Can pierce. Can beat. Can tear apart. And can change any matter it is commanded to. With this technology created on Orion s/ he can take over all of Orion.

194. There are 5 "Devil's Games." These are found on the planet Sefra- a world of fun and entertainment entered into, as detailed before. On Sefra is found the Devil's Playground, a place which glows in the dark. You are greeted upon entering, and said such and such is needed to enter. Then there are five games you can play, games within the game.

The first is called *Set Your Chances*. This game has a grid of lines. You change the color of each line one by one. You can use any color twice but not three times in a row. So after two greens you have to use red. Or red can be after one green. Green has a 15% chance of passing to the next color but provides the most points if it does. Blue 25%, yellow 30%, red 40%. But with two colors together the chances double. And you bet on what color will make the most points. If you guess right, you win. If not, 5 lines are removed from the grid until that color *has* enough points (the most points.) You replace all of the lines with your colors of choice and guess again which line will have the most points. If you guess which color has the most points with a full grid, you win.

195. The second one is an RPG styled card game. The players have five cards. One of them is a beast card, two are used to impose, another is given to the other player if that player wins against your beast card, setting them into a points pile. If you win you take his, whatever card he chooses to give. And the fifth is placed down to the side if you beat the other player's beast, into the points pile. At the end of the game where all beasts have been fought and won, the player with the most points in their points pile wins. Two impose cards- the higher number wins but one can be used to draw as many cards. So if you have a six and a three, you can do damage of 6 points but get three more cards, or vice versa. The one who runs out of impose cards loses the battle. *And the higher number has all of the lower numbered cards removed from the other player.*

196. The board game is based on real life actions being taken. So it says, take a drink, read a paragraph, or two or three in a book. Or clean a little, hear a song, walk around, or whatever it may be. You gain game money in doing so. But some of that money is invested in the game, of which the player has a choice on what the investment will be, adding something to the game: scenery, objects, better things.

197. Then there is also a gambling room. This includes the basics of any gambling game before it, from slots to poker, roulette and black jack.

198. And finally there is an 8 bit game there within. This seems like a tedious addition but the ideas for this game are sometimes far reaching and can be added later as one evolves his original output. And I'm going to take some time to outline the nature of the 8 or 16 bit game, here:

There are 20 areas:

A grave-

Here all of the enemies you've slain can be found and demanded ransom to return to the real world.

A cave-

Here you can dig further and further to start an underground kingdom. Those enemies you've slain can be made to go there and become an army.

Forest-

A forest isn't already there but is instead made, and must be made in the desert of the game. It's not there because the demonic beings that escaped burnt it down.

A swamp-

In the swamp resides the most difficult enemies and is unapproachable until your character has developed. There is a wizard you seek to meet there who is held captive. Once you free him the game has RPG elements indicative of random battles. And venturing through the swamp you defeat enemies one by one throughout.

A dungeon-

Here you can free others and place them under your control. You must defeat guards of the dungeon to do so. And you could be captured and placed here. If you are then you must venture around inside making your way through until you've defeated the dungeon master. And the goal of the game is to conquer all areas of it- with dungeons it's done by defeating them. At the end of every dungeon an angel is set free. S/he then goes into *The Temple*, and at the end of the game they collectively seal off the cave of demon graves.

In the dungeon there is a “Helping Hand.” While the dungeon is littered with riddles, the Hand points you in the right direction. Once the player sees it it will follow him- after he defeats it. However he brings into his room monsters to defeat, too. After defeating his monsters and then him, the hand will follow you around until you press (a certain button) and he will point at things and show what you must do to proceed.

A temple-

“Those of the Temple” need help in vanquishing these demonic beings. They themselves are not able to be alone. There are magical crystals they need to cast them away back into hell. So the objective is to acquire these crystals and though it is easier to slay enemies singularly, one at a time, some are particularly difficult to slay, and you will need help- and also, this method casts away many of them at a time.

A mountain (*like Olympus*)-

Hermes there beside Zeus instructs you to lure the beasts from hell up toward Olympus where their true power is and where they can be vanquished. The graveyard rests at the bottom of the mountain. So then the objective of the game is to slay every enemy within it, those having come into the world from hell. When all of them are in the grave in the cave of the mountain of Olympus the evil will be sealed off. But the player can call any one of them forth to help in this, and if you do they are granted life.

A plain-

The plain is an area of the game that is empty at first, and quite vast, but after you get *The Wizard* in your party it becomes a random battle area in an RPG sense. In the very middle of the plane the Mighty Tree may be grown.

A crystalline road-

The Crystalline Road is one fabled to have protected warriors in perilous times. This road may be traveled on at any time without instance of being attacked.

A bridge-

Under the bridge is a troll. He says if you can beat his challenge he will give you a gift and return to hell. He asks that you bring to him his friend, his friend from hell that he was separated from as the beings of hell flooded out (at the beginning of the game.) This troll is found in the swamp. The troll gives you a flute and shows you a certain tune on it. He says by playing it his friend will know what it means and come to you. Do this, he says, and you may keep the flute.

An island-

On the island is a pile of wood next to a home that when set on fire lifts up smoke. An angel then comes down and takes residence in the home whose name is Ishar (someone described later.)

A town-

A town (of which there are a few in the game) is a place where you buy items and do other things typical of one in any game.

A castle (a kingdom)

This game begins with instructions from the king in his throne room. You are instructed to take a party and dig into the cave. Going there you begin work. Digging while you open the gates of hell and demonic beings and monsters come pouring out. You return to the King after some battles with them and he instructs you to go to the temple and obtain advice from the priest on how to remedy this.

A heaven-

That is, a place higher than Mount Olympus which is also in the game. A special seed grows a mighty towering tree into the clouds. By climbing that tree you arrive at a place where a home is and a person resides. That seed has to be tossed in just the right area for this tree to grow. Once in that person's home he says, at last, he has been freed. He says he climbed up a similar tree in just the same place as you, but that tree was cut down by the gods, stranding him here. He says he's in your debt, and joins your party.

A hell-

At the beginning of the game all hell is let loose. The object of the game is to slay these foes and seal them in a graveyard. This is done by first

putting them in that graveyard, conquering the beast leader within dungeons to free angels, and then the angels collectively seal them in.

Hell may also be an area where you can level up. But you can't go there before you get the ring item which allows you to.

A home-

One of the homes is the prisoner in the skies who after daring to ascend into heaven was imprisoned above. Another home is of the Wizard of the Swamp. And another is the House of Ishar who tells you a new spell for every beast trophy you bring him (as you fight in any random battle and win, you gain a trophy, provide it to him, and receive a new magic spell scroll or added HP one.)

A River, connected to a lake, and its waterfall-

Behind the waterfall are *The Seeds of Great Change*, which when planted turn desert into a forest of fairies. Those fairies are the only things that can vanquish certain enemies in the game.

An underwater place-

This is next to the waterfall at the end of the river. When you jump into it down the waterfall and dive inside you find something you can't yet get. But when the water there moves to the desert it is then available to seize. Likewise other bodies of water can be drained to claim treasure.

An underground place-

Find a hole, jump in, find a different path, maybe one safer, find treasure, or create your own hole to see what is beneath. It is also a place of random battles in the plains. And in the swamp, falling through quick sand brings you underground, where there are more random battle enemies.

** A desert-

The desert is a place made into a forest with much seeding of many different kinds of special seeds and a river once directed into it, to grow them. *The fairies* then return and enemies once being unable to be destroyed then are.

And then there are twelve special items of different kinds:

Staff-

The staff is *The Wizards* defensive item.

Cane-

The cane let's you climb the Mount of Olympus.

Seed-

Seeds grow a fairy tree (if they are fairy seeds) Seeds bring forth birds. They grow *The Mighty Tree* that ascends to heaven, and they feed creatures who come to protect you.

Ring-

A ring lets you switch between regular battle and random battle mode.

Sword-

A sword is used to slay enemies.

Whip-

Some enemies can only be defeated with the great whip.

Flute-

A flute is given to you by a troll under a bridge after you use it to call and find his friend. There are four tunes that can be played on it. The first casts fire, second casts ice, wind, and water. Water helps grow a forest in the desert. Fire clears away thorny brush. Ice let's out walk across water. And air let's out transport. Also fire can be cast against enemies, as ice, etc.

Wand-

A wand, simply enough, casts magic. But unlike the flute, it consumes magic power. The flute, however, adds to its effect.

Powder-

When powder is put on top of a seed it grows much quicker. In order to plant *The Mighty Tree* the seed must first be planted in the right area, but powder must be placed on it. Also, powder brings up the deceased/vanquished from their grave. And when seed is put on normal ground

minerals rise up from beneath, such as items applicable in putting together new items (perhaps.) When powder is put on stones they turn into crystals.

Scroll-

A scroll that teaches magic, and a scroll that increases HP. Every time you defeat an enemy in a random battle you bring to Ishar a trophy and he gives you either added HP or a new spell to cast. And for each beast slain you can get up to two trophies.

Crystal-

A crystal allows you to become invisible and examine the world around much quicker and better, allowing you to strategize. With it you can also find hidden places.

Mask-

A mask keeps you from being attacked as you travel along. No one attacks you while you wear it.

..That covers every general idea for this game within this game. However, it can be its own game apart from the one it's suggested to be in.

And in fact ideas from elsewhere in this book can aid in creating these ideas into a larger game. There are many good ideas in this book. Use them however you wish, and happy programing!

But this book is made far reaching and on the whole isn't meant for a quick result, but a long one that evolves over time, perhaps a first draft, a second and third, improved, and added upon even after it's "finished."

199. As this game must have ideas taken and used from The Holy Bible regarding The Anti Christ and the Apocalypse here is given attention to them as it is based on them. But it is just a game.

There is turmoil brewing in the holy lands. There is terrorism run amuck. These pour over into other nations. And the player of the game sets up a framing of those nations giving reason to go into an all out war with them.

200. There is a scene from "The Abomination of Desolation." That is about you. You are desolate while homeless in the game, as others are harassing you. Day and night they harm you psychologically and are trying to make you vomit an atrocious crime, which they are ready to call the police on you about, to destroy your life.

In the midst of these others become sympathetic. They want better for you. In the midst of it, there comes a point where you are such an image of abuse that you are seen as *utterly desolated*. As said earlier, the government has been watching and though they could not arrest someone who has been harassing/ bullying you, let alone the many who are, as clever as they are, they form a support team and are ready for the instance you break and nearly kill someone. The public wanted it set up that you'd charge with a cheap weapon and in "defending" themselves, kill you. But snipers were ready for that moment, and shot down all of those around you. The government takes you, in a car, a long drive, to your aunt, with which you live to recover, as has been said.

201. A temple appears in the midst and angels come forth. Before, there was a worldwide celebration of you, *The Beast*. The whole world has marveled over you. The celebration is on every corner of the Earth. You have made good, drastic changes. You have secured a good regard from the people. At every turn you flipped your enemies on their head. And no one could resist you. A small following became one large. In all your ways you were different and better. The people truly couldn't resist you. And you brought magic back into the world, not really knowing the right way to perform it, not so much as your support from demonic entities enabling it.

Discord had been in the Church. Throughout the game/ movie you had caused conflict and ill media regarding it (issues within, and controversy.) The people's opinion of The Church was made to be disagreeable, and undesirable. Being a Christian was once *the right way*, a way all the world must be to have a better place. Those Christians once had credibility, but became the opposite in the endeavors of The AntiChrist in such a way that Christians became the great enemy of the public.

The Christians were separated from the rest of the people and they fled into little coves, some in knowing that the Beast is about, vomited suicide.

Others profused delusional cult-like activities. And all were made by you to appear a stigma, an evil of the world, detracting science, taking everyone down the road to destruction. As the Christians were cornered, taxed, prohibited, and restricted, they were identified as too harmful to be kept around. And with much support, the *Great Cleansing* was implemented. This is the rapture- that Christians were gathered and slain. These became God's Saints. But some were left behind to be tested, and when The Anti Christ had a 666 system implemented (that the number be kept on palm or mind) Some Christians panicked in awe, refused it, raged mad against it, and fled into cult-like groups. In which rises an enemy of you in the game- an opponent to deal with. It's a kind of scene where Christians burst through as terrorists saying "Jesus is Lord! Jesus is Lord."

202. Then after these events a temple appears in Jerusalem, much with awe and astonishment. The Christians go to Israel, in very large numbers. They guard it with every will of their life. There the Christians gather, and there are many, many there. It is attempted to be assailed and bombed, with all power, but to no avail. It cannot be harmed. It is protected.

203. There are scenes of the people undergoing wrathful harm of God, Revelations describes it well:

Revelations 16

16 And I heard a great voice out of the temple saying to the seven angels, Go your ways, and pour out the vials of the wrath of God upon the earth.

² And the first went, and poured out his vial upon the earth; and there fell a noisome and grievous sore upon the men which had the mark of the beast, and upon them which worshipped his image.

³ And the second angel poured out his vial upon the sea; and it became as the blood of a dead man: and every living soul died in the sea.

⁴ And the third angel poured out his vial upon the rivers and fountains of waters; and they became blood.

⁵ And I heard the angel of the waters say, Thou art righteous, O Lord, which art, and wast, and shalt be, because thou hast judged thus.

⁶For they have shed the blood of saints and prophets, and thou hast given them blood to drink; for they are worthy.

⁷And I heard another out of the altar say, Even so, Lord God Almighty, true and righteous are thy judgments.

⁸And the fourth angel poured out his vial upon the sun; and power was given unto him to scorch men with fire.

⁹And men were scorched with great heat, and blasphemed the name of God, which hath power over these plagues: and they repented not to give him glory.

¹⁰And the fifth angel poured out his vial upon the seat of the beast; and his kingdom was full of darkness; and they gnawed their tongues for pain,

¹¹And blasphemed the God of heaven because of their pains and their sores, and repented not of their deeds.

¹²And the sixth angel poured out his vial upon the great river Euphrates; and the water thereof was dried up, that the way of the kings of the east might be prepared.

¹³And I saw three unclean spirits like frogs come out of the mouth of the dragon, and out of the mouth of the beast, and out of the mouth of the false prophet.

¹⁴For they are the spirits of devils, working miracles, which go forth unto the kings of the earth and of the whole world, to gather them to the battle of that great day of God Almighty.

¹⁵Behold, I come as a thief. Blessed is he that watcheth, and keepeth his garments, lest he walk naked, and they see his shame.

¹⁶And he gathered them together into a place called in the Hebrew tongue Armageddon.

¹⁷And the seventh angel poured out his vial into the air; and there came a great voice out of the temple of heaven, from the throne, saying, It is done.

¹⁸And there were voices, and thunders, and lightnings; and there was a great earthquake, such as was not since men were upon the earth, so mighty an earthquake, and so great.

¹⁹ And the great city was divided into three parts, and the cities of the nations fell: and great Babylon came in remembrance before God, to give unto her the cup of the fierceness of his wrath.

²⁰ And every island fled away, and the mountains were not found.

²¹ And there fell upon men a great hail out of heaven, every stone about the weight of a talent: and men blasphemed God because of the plague of the hail; for the plague thereof was exceeding great.

Ideas for its incorporation, idealizing each part:

Christians are crucified and a scene of a large curtain appears, the Devil tears up the curtain and behind it are clowns and circus performers dancing. If you wish you can make the game be declared by God just a game played (that all along the course of events was just a game of the gods.)

A new insect comes into the Earth. First a scene of black widows and deadly insects seen in crevasses hiding from people in a way shown as something "biding its time." And then they assail human kind. Especially a new insect dropped upon man by god: it flies faster than the wind and is small: itty bitty, and sucks the blood and covers people all over.

You make a pact with the Devil on your 18th birthday and it cuts to this scene: "Welcome!" the Goats say (of which there are four sitting on a table, a long, last communion kind of table. "Sit and eat with us." Beside there is a ladder where angels are coming down. Two other angels are side by side proudly talking to each other, and look totally smug. You are in between the four goats at the table. One of the two angels stops talking to the other for a moment and says, "Tonight, it is ribs of the finest female specimen." She is pulled from a cage and beheaded. Her ribs are then taken and cooked, and provided as food, her blood put into a chalice, you are made to eat it and then are told, "You are the Anti Christ, the Son of Satan. Our brother. So as your life will be led and the place to which you go is with us, as Lucifer, beside the seat of Satan." Go now, and embrace your fate!"

There is a scene of a devil working on the perfect item engrossed in every detail. He is involved, but tinkering, talking to himself, and many such scenes. These Devils make items of great offense and impart upon the world things with brilliant, life improving things. An invention is made where you can walk on air, as though it was either a hall or up/ down stair walking in the air. These things

enable the player to do many astonishing things. And the public knows you have them on the right track. But it opens the door to many evils, and people are both made immortal with a scientific fountain of youth formula but also must suffer, as they have unleashed and created great viruses and poisons upon the Earth- an Earth too cold, with thick black clouds above.

There is a Christian Cult of the Red Sun which convenes ceaselessly and conducts masses to bring forth God's New Earth. As they make their intention known that everything arrives (a large red astral body) that comes into Earth's orbit. Like a moon- but much longer, and stopping in place beside the Earth, it blocks the sun, and the Earth becomes very cold.

But in the nation of God's people are those that stay warm. This area has all urgency to overtake at this point. But they gather on the edge, trying to force themselves through. This is the place of Armageddon where a great battle ensues.

Water is taken by God into very many areas of the Earth, and it could not rain. Water, becoming scarce in all areas other than God's Kingdom, led the people of the Beast to desire his kingdom yet more.

During this time or perhaps at another, there is a vision or scene of Satan knocking on the doors of heaven in a harassing way- and Satan picks up the phone, "Brring bring!" knocking more, even pounding, and is seen stars falling from heaven.

In the game/ movie there is a scene of a man of Israel or person of God arriving in San Francisco establishing great wealth to the people there. Investing money into it, making it upper class. (Not to be deemed racist- but just that he would be of God's people, who are the Israelites.) And this angers God, who causes a first quake upon the city, unleashing Satan, in 1909. There is a coinciding scene of demons feeling as though they are stepped over "under pressure." And Satan comes up from the Quake and proclaims, "Free at last!"

204. The rich begin investing in private properties and creating hordes of *Total Environments* (places similar to Disney World- but in the game don't make a Disney World!

This is done in the way that the wealthy own little nations of their own. They have for it their own flags. They control who enters and who leaves, or who is rewarded, or who is banned, or fined. They incorporate their own total environment currencies. They use every loophole they can. They present contracts. They establish residences within. They incorporate offshore work-in short, do things that put them in a place of power in pseudo- nations that they develop. Some are large areas of land, some are lesser things, like large or secluded hotels. Worst of all, they create shelters that lead to labor, for those who would stay.

So the nation's citizens eventually have to sign contracts in order to live well, or else be all alone and homeless. These contracts from place to place establish personal rights and obligations.

But the government steps in and isolates every person. They guarantee certain needs if they were to remain neutral. They guarantee "substantial food," and a home. The food was delivered to their door. This came about to protect the disabled, but poured onto other people due to need. And a person can venture out, but at great risk, and must slowly hide from place to place..

205. You can spit in The Holy Fountains. These are regarded as sacred waters of healing, but when you spit into them you can gather poisonous water from them (or some kind of potion.)

206. You go into the Church to have a Satanic Communion, perform the rite with blasphemy, and make your intention known to God that you desire to be the Anti Christ. You pray to the Star, because when you do, it doesn't make any difference who you are. And with faith, you get your wishes.

207. *Revelations chapter 13 is the most useful and pertinent information from the Holy Bible in relation to this game.*

- A. *The Beast has 7 smart Wo/ men of power working for him- a circle of 7 closest and most trustworthy associates.*
- B. *He has ten crowns- is in control of ten entities given him the most power, the most dependable and useful power to work with.*

- C. Those that give him his greatest power, those ten entities, require him to be in service of Satan and to be working with The Devil's purpose.
- D. He is given a throne by Satan, from which no one may remove for him or take away. His words are a fearsome thing. He tramples over things against him. There is no stopping him.
- E. He is overwhelmed and wounded at one point. It is thought, said, and acted on that he must be assassinated. But after every attempt to do so, he survives.
- F. The people are attracted to him for his way, which brings about the realization of every person's greatest desires. They feel for him there is no substitute, and none greater than he. They demand he be King.
- G. For forty days he is permitted by God to do anything whatsoever he would do. This in the game could be as a "day one, day two, etc."
- H. He proceeds with great blasphemy. He goes about instigating great blasphemous acts, words, of teaching, of doing blasphemous things. And setting up a Satanic Purpose.
- I. He cleanses the Earth of Christians, and has great power to do so.
- J. His way becomes one who juggles too many balls. While he has to keep things under his control, problems with him multiply, and the balls are dropped, he is cornered, and slain as a great power builds up against him, and captures him.
- K. Lucifer is the One created by Satan. Through trial and error. Through tinkering with formulas and running scenarios from the earliest days, the end result is the result he'd make: *that formula of his son*.
- L. In the game magic comes into the Earth by power given to the hand of the false prophet. The false prophet has not been covered in this game, yet. He is The Anti Christ's left hand man.
- M. A living image of the beast is made. It is a scientifically created thing of (such as) solid holograms and AI. You are its master. It operates your will.
- N. That thing is like a great army in number and power. It spreads the placement of the Beasts number, 666. It is the law. It is like previous conceptions of drones. These have been as in Star Trek, the BORG, in Star Wars, the clones, and in LEXX, the arms of Mantrid. They reproduce themselves

controlling everything. (I have no association with those who own the entities of Star Wars, Star Trek, or LEXX. I do not work for those who own them and I do not represent them in any way.)

208. As a side note, if I can be of any help, it helps people who make stories and games to realize that there are hundreds or more pieces within each movie, story, or game that have simply been ordered and taken differently. For example, in Mario you climb a beanstalk to reach cloud land, and its treasure. This is simply a different use of Jack and the Beanstalk. Mario takes a tornado to another land, like in Wizard of Oz. Or in Star Wars the spherical Death Star. In Star Trek the cubical BORG. The Death Star blows up a planet. So does the LEXX. It is a time of meditation to think from theme to theme, from one way an idea was used to another. And it is a good practice to develop the spinning of a good tale.
209. A life spell can be cast to bring any number of things alive, such as plants, the deceased, or signs- signs coming to life can bestow magic powers on you.
210. The Counsel if Goats guides you in the game, like an owl or tree would in some other game.
211. A bard plays the regular music and based on a simple interface you play with him music that changes the game.
212. When you hear a melody being played you can pull down a four note musical interface that changes something in the game. The music stops, you play four notes in a certain order, and go elsewhere, continue with something appointed, have certain things done. And you know that these things are done for as long as a certain melody continues.
213. This natural making of music can be produced digitally and reproduced at will. It can all be brought together in the “sound of the game as played.”

During the playing of the game a natural manner of music was created, which can be heard, and is perhaps the soundtrack at the end of the game.

214. In jail you instruct a friend to go to the statue of Baal at the temple and provide him with a sacrifice. Once done amends are made “for your lack of faith” and you are freed. But coming out you are going to have to cover up the mess.
215. The sigils of Solomon are present in the game and coincide with demons that can be summoned. As their description is provided alongside their name and sigil, so is it used in the game.
216. When you cause bad occurrences you may have to fix what was caused by them. Certain functions in cities and societies have to be kept up. This implements strategy in the game. The better you do, the more your funds and support. The worse, the more everything falls apart, and you may have to start over from rock bottom while you are endeavoring to take everything over. If you let any problem persist it may not be well for you and your purpose, and credibility would have to be earned again. The game is very credible-related. You will have to learn and know your way around well. And very well the player him/ herself learns what it takes and what does what, when, and how.
217. Colors and numbers mean things in the game. They are based as such:

- 1= a start
- 2= to form, to agree
- 3= creation
- 4= stability, the need of rule
- 5= adventure
- 6= The Devil
- 7= God
- 8= a balance
- 9= the end

And likewise colors often indicate certain things, as:

Red= fire, or passion

Yellow= the mind, or intellect

Green= Growth, or safety

Blue= Peace, or sometimes just things unusual

Orange= madness, or insanity

Purple= majesty

Black= things hidden

White= universality

Gray= balance

These are incorporated into the game making choices more easily taken and for a general element of intuition given to the player. If s/ he sees one color or a number that itself suggests to him the result of an action taken simply by looking at the numbers and colors behind the elements of the game.

If you see someone in orange, you will just know s/ he is mad, nuts. If yellow, then you know it is someone smart. If you come across the seventh road, there is a church of God. And if green is present, your goings are easy. Red can be a guard, or someone you should leave alone. It provides the game a certain understanding of it that cannot otherwise be there.

218. Satan's speech:

"I have prepared for you since the cross. I had set it forth since then. And on your first day of life were you known by me to be my son. I even chose your parents, who are the descendants of Mary and Joseph. I have brought you into the world and watched you every day. I had prepared for you the things I knew you'd like. Those things you liked came into being because of me and were made just for you.

I put forth the road which you would follow and those that would lead the way. And the kind of person you are with the thinking you have were all due me. I created others like you before you, to see how one is most perfectly made. And you are my very own perfect creation

I made you deny God at all turns. I fixed your heart upon me. And I know, you will never betray or deceive me. Rather you will do as I myself would, and are truly a better version of even myself. I have made you my son, in every way sequel or greater than Jesus of God.

Satan shows Adam the Earth and all its Kingdoms, and says these are his.

Part Two

My Anti Christ Game or Movie

..Part Two

Introduction:

The primary fundamental aspect of this game is that the character becomes the Anti Christ in ways that dictators of the past have come into power, and kept it, or lost it, or otherwise have failed to do so. The list of that is long and comprises the correct and wrong method of playing the game.

For example, here is a general list of such things:

By bribing those in power, by assassinating enemies in your way, by collaborating with the right people, by promising the people with what they want most, by creating an enemy of the public that you will vanquish, by blaming the right people, through notoriety, by causing others to desire your authority over them, with procured wealth, certainly by framing, and certainly by climbing up the ladder.

So you see, with that alone, a whole game could be made. But I am not going to leave it at that. I am going to spend much time again thinking about good ideas for this video game in this, the second and final book of *My AntiChrist Game or Movie*.

Keep in mind that this book has a lot of good ideas that *do not have to* be used in any particular way. You can snatch ideas from these two books and use them in any way you desire. And freely. It and its contents are in the public **domain**.

Let me take a moment to say that I have written many books which are all found online under my name *Lucifer Jeremy White*. And sometimes I use my fourth name *Damuel* which those who really know me know.

So shall we start? I will continue number by number until this book is complete. Which by rule all of my books are a hundred to a hundred fifty pages because I

want them cheaply printed, easily enough read, and to have a magazine like quality.

- 1- *Sayings are given in the game as advice, to help the gamer succeed. Here are some examples:*

A chain is no stronger than its weakest link.

Every man has his price.

Fools rush in where angels fear to tread.

Dead men tell no tales.

Bad news travels fast.

A fool and his money are soon parted.

Give the devil his due.

Let sleeping dogs lie.

Strike while the iron is hot.

There are two sides to every question.

There is no honor among thieves.

There's a black sheep in every flock.

Two heads are better than one.

They serve as advice and to provide upcoming ideas of what must be done.

- 2- *To speak of an idea I have of a video gaming hardware having a tweak chip, that chip would contrast the game in a way that could make it differently the same. For example doing things like changing from C Major music to A minor music. Or putting in the game synonyms of certain words. Or translating the game automatically. The tweak chip within video console hardware would be used selectively by gaming programmers.*

- 3- Organized crime in the **video game** would have you accomplishing certain feats of varied difficulty. Getting caught means a game over. To succeed might make you rich. But to fail could cost you. And if you connect with the wrong people you may not easily leave. **Sin Points** are in the game and come across as **The Devil's Honor**. And as such a reputation grows so does your freedom in moving in and out of criminal operations, or your reputation will save you.

- 4- When demons are present and working magic, changing conditions and situations, 10 *images* of them come across the screen frame by frame. The reasons why they appear indicate to the player that she or he is being helped. It could mean that things changed elsewhere. It could be a "messenger" demon, and it could also indicate that something terrible is about to happen and for the player to be on guard. But personally I believe it looks better to have ten images of any demon shown frame by frame rather than video of the same.
- 5- The player in the video game has voices in his head sometimes of demons instructing him. It may be that he is asleep and suddenly hears a demon telling him something needs to be done. Or the sound of a demon warning him, advising him, or just saying he is on the right track.
- 6- People are connected to in chains, meaning to know one opens the door to know another. This is very magic or occupation based, and also done to collect items and gather a certain social circle. By magic based I mean that to bring yourself into a cult or witchcraft based group can acquire for you certain magic abilities in the game, as you are taught ever better by the ever more qualified. And to know the right people gives you the ability, a permission to go deeper within things like corporate offices or as with the police, useful allies made. And it depends a lot on who, where, when and why (these *four W's*) whom you come to know and what you do with them in the game. Your destiny can well be designed by you this way, in the game.

If you know certain people, you can get certain items or a certain stature. This can alter your income, or make other areas in the game open to you. If you free a person from prison, they are in your debt. If you collect the right things and throw a party at the right time, you may have culled a good and useful friend. And you may acquire information of utmost secrecy and then, perhaps, be a person on the run.

- 7- And the player may be on the run from prosecution, whether from the Law or from the Mob, a cult, or any powerful enemy. So pay your debts, move elsewhere, make amends, or there will be a game over. Or you will be stripped of stature and will have to get it back. Or you'll lose money, etc., bad things happen when you aren't careful or make the wrong choices.

And in hiding do things mellow out. The game tells you that you must go into hiding when the Law or a harsh criminal organization is against you. And areas of the game are closed off from you at this time. But given time apart from it and letting things cool off you will eventually be able to return to all of the areas you were at before.

- 8- So if you go out at night in the wrong neighborhood, if you are in the wrong place at the wrong time without the right conditions, you could get robbed. If you are invited to a meeting or party and don't go, you may have missed an opportunity to make the right connection in your pursuit of world dominance. And if you do not invest in the right corporate ideas, you may have lost a lot of money and desirable association with them. And if you do as well as to reach the right politician, letter after letter, climbing in social stature, the right way, things will *not be* so easy things *will require more of you*, to obtain your worldwide rule as Anti Christ.
- 9- Odds are often shown in the game and adjusted to suit the players intentions, their goals. So if a group, something mob-like, tells you a way to get a lot of money, the game tells you that you have, let's say, a 25% chance of failure, the player works with that. If there is a high risk of getting caught then there is a low chance of greater money if not. The odds could also be for any number of other things, many different things such as investing, winning an election as a politician, etc., and odds can be adjusted by doing extra safe guarding things. Such as *if done at night* then odds of success in your operation increase. And *with this item* odds of success increase. Or just by knowing the right people then your odds are much better to go the right way. But when someone calls foul or something is "rotten in Denmark" then the player must be careful about what he's doing!
- 10- Early in the game or movie a text is shown or narrated that reads:

Long ago in The Kingdom of Heaven The Devil had a friend. That friend surfaced much later, sent to Earth by God late in the Third Earth Age. As God had a Son the Devil bided his time to have his own Son. He would take from God just one being. Even one was as to God every loss. And age to age the Devil practiced in making the perfect human. He had many models. And

after many trials and errors came to know how to make a perfect being. Then God sent Lucifer to Earth, the one whom Satan was friends with in the Kingdom of Heaven. He came to Earth and Satan soon discovered this as he knew what he was looking for. A great Satanic sage knew this too, referring to him as God himself. And would be in his life shaping his future as he came into his life as his step dad. Satan made for his Son cartoons, video game devices and many great things to influence his young mind. And he geared his future toward the use of witchcraft early in his life. His appointed step father was very disciplinary, and Satan's Son would lash out against him with magic. Satan brought into Earth the sounds of hell, which is Heavy Metal music. And too brought into Earth diabolical films to further influence his Son, geared precisely to the influence he wanted for him. Satan carefully put into his life the right influences from people, too. His son didn't know that so very much of the world was changed to appropriate and designed him to be the Devil's perfect model. As much as Jesus was the Son of God, this man (Adam) was the Devil's One Great Son. And the Devil made him faithful toward him. And made him as perfectly as could be. And the Devil's son now his own incarnation, very much a representation of the Devil himself, The Son of Perdition will go his way to claim the Earth his own.

11- There is a *Status Book* in this game that provides very useful information such as appointments, maps to certain areas, desirable or necessary actions needed to be taken (and their odds or possible outcomes.) This book gives you a general idea of what you need to do and how it can be done. It also describes your current state in the game. It can say, for example, what others think of you. The Status Book also tells you a list of other characters in the game you should know besides the ones you already do, as optimal connections. As with stating necessary actions to be taken it lists obstacles and remedies. It will state potential enemies, obstacles, and possible bad places to be or what specific endeavors would be best.

12- If you use up your money, you use up the power it imparts. You could be more susceptible to prosecution because you would have lesser lawyers. You are far less capable of influencing others without money. And in having a lot of money things are just easier: more easily done with good options of its use besides. The main way you get money in the game are

through criminal endeavors, the job you hold, by luck, such as in gambling, owning a corporation, or incorporations, being generally important in the world, or by lower tiered things like being a salesman or running petty errands.

- 13- *Perfection should matter a lot in the game.* Those that do 90% or less in the game should be awarded much less than those who do 90% or better. And doing 95% or better should elevate the player to great stature. There should be nothing good that occurs when you do not do well enough. But the top five percent should incur more money, higher stature, etc., it would be like a breaking point. Like if a player was leveling up in an RPG. If s/he is more arduous then s/he would just go from level to level but from level 1 to 5, and then from five jumping to seven, if all the while the character was just leveling up in one area, reaching level five quickly, and so jumping to level seven or eight. The more thorough the player is, the better his or her reward should be. And the player that does the best should always be given “the benefit of the doubt.” S/ he should be cut the most slack
- 14- *“No good deed goes unpunished.”* In taking Machiavelli’s *The Prince*, there is a good resource in making such a game as this, as well as the book *The Art of War*. I won’t cover how here, but in reading it yourself you will have a lot of material to add to this game. This game rewards bad behavior and punishes good behavior.
- 15- Sudden and unexpected expenses may incur in the game prompting the player to save her or his money. While spending money in this game goes well, there is also a cloud hanging over that money may be needed—for example, the player might find he needs to take time away while things cool down. So there is an expense of being away like on a vacation. Or there could be a sudden opportunity that arises in which she must have money to benefit from it. Money in the game should be proportioned and appropriated well.
- 16- *Negotiation and Collaboration* are set up so that the player can adjust results to an optimal effect. *If* the player wants something to succeed he may have to compromise. If it is proving too difficult to put together s/he has the choice of halting plans for it. Things come together as pieces. A

certain amount of them must be put together, the puzzle coming together perfectly sometimes, and other times the pieces made to fit. By arranging things well and carefully the player is most sure to succeed. But if things are done poorly then nothing good will result. In collaborating the player looks far and wide for his perfect team. Or an optimal partnership in pursuing things like monopolies and economic control.

17- If the player wants to gain power by becoming a politician she must work well to do so. If s/he does well enough s/ he will become one. Depending on if it is a mayor, a governor, or even a president, produces more and less difficulty. He posts ads, sends out flyers, and influences the right way. And it is easier for a mayor to become a president than a person without experience. You can also pursue military or police stature, similarly. Or can work through school to raise your stature and income. If she or he does not succeed in their efforts then they must either pursue a different method or try again.

18- But you can cut your opponents out of your way by framing, assassinating, procuring false witnesses, or other such devious methods. For example sending a prostitute to your political opponent, exposing they accepted a bribe, or producing a false account of something that never happened. Or you can bribe them to leave their post. Place ting drugs on them, or digging up some very negative information about them with some detective work, or many such ways to increase prominence and success over others. If it is a corporation you wish to overthrow, then you can convince them to do things wrong and later call them out on it. Or you can dig for damning information. You can even adjust the laws that are impractical, and fulfil tour means that way. If you have in your arsenal a good photo editor, a *very good one*, then you can fabricate false images.

19- As is easily observed people like to watch others play just as much as they play them themselves. Some prefer watching others play over playing them. There are a *lot* of "game voyeurs." The game makers of *Final Fantasy* realized this early and had their creation produce cinematic clips naturally as the gamers played. As a result the new *Final Fantasy* series is both a game and a movie. In fact it is a thousand movies in one depending on how the gamer played the game. Likewise *The Antichrist* game should be made to produce multiple movies.

- 20- The Antichrist game can have a work over flow bar. When the person playing it goes the extra mile then that bar is raised. That bar makes up for later mistakes giving the person some breathing room.
- 21- At one point of the game *or movie* you find yourself having made a good connection with the police. If that becomes so then whenever they are called they don't arrest you. They arrest the person that called them. And when you hear their sirens they seem to be playing with you, sounding more like friends. Their sirens acknowledge you and seem to suggest you take things carefully. It could have been you who had influence on them. As in fitting with their nature they want power, and you could have perhaps offered them greater power and nice new blue suits!
- 22- Certain things in the game tell you that you are doing things wrong, not carefully enough. There could be a car often parked outside, a death threat call, vandalism done to your property, or just a friend telling you so. In these instances you must take your footing carefully and tie up loose ends. This is a "dangerous area to tread," as indicated in the game.
- 23- *The higher the gamer's stature the easier things are done to meet your purpose of becoming* Antichrist. But getting that higher stature isn't easy. If the player decides to accomplish this result without it, more work is entailed. But if s/ he goes so far as becoming President/ Grand Minister or some such thing then he will almost be assured victory. If President then certain things can be fathered by the Antichrist, such as making an alternative currency and implementing a hand embedded micro chip as is relative to *Mark of the Beast* (666) covered in the right sided hand or mind. *In this game the interpretation of "receiving the mark on the right hand (not left) means those that carry the Devil by their side.*
- 24- A bit late in the game may it be declared that the morals come from the weak and unjust, the moral "right" minded are those that very willingly judge and punish. That likewise the rich are similarly a stigma because having everything handed them they have no cause to ever break any law. As Hitler accused the Hebrews and others witches, or others identified in society as being its poison, *The Antichrist accuses the wealthy and the*

moral minded. Then, as these right- sided people are made to toughen up and incarcerated, hell breaks out in the game that results at least in a freer world *and the bad guy praises and exalts The Antichrist-* as he had made a formidable ally. Not to mention by implementing his Freedom for the Strong, Captivity for the Weak campaign, his freedom too has increased.

- 25- There are God given signs from success to success of the Antichrist's actions and endeavors. When things are arranged the right way there is a significant occurrence on Earth as something very much out of the ordinary. It is like God is angry and showing his presence. Things culminate at this and at the end of, say, seven or eight of them then it is that the Antichrist becomes the Antichrist in power, seated to great authority. These signs let the character know s/he has done just right and may move on to the next set of agendas in grabbing ultimate power.
- 26- There is a mountain in the game *or movie* that you ascend upon early in the game. The Devil tells you things that should become, what should be done, and is a place for advice when returned to. By climbing this mountain you may meet the Devil and receive advice or help. It is a place of communion and establishment. It is a place where the Devil assures you that the world itself will be yours.
- 27- The harder you worked during the game the better, hard work will pay off as you will face a war for the implementation of your place as *World Leader, The Antichrist.* This war will either pass or fail. If you had become a war general before that time then the war will be more easily won. What's more, if you had become both president and war general then victory is almost assured. To top that off, if it was done in a major world power like America of today, then all the more added unto likelihood of becoming *Antichrist in power.* But if you only had gained power in a less power equipped territory, then your chances of victory are lessened, even minimal. The occurrences at this stage of the game *The Culmination Toward Armageddon,* take on much as a strategy game where the player must use all his wits to succeed.
- 28- Among other ways to increase power and wealth is through weapon procurement. Weapons such as high powered rifles can be obtained and sold. But be cautious about who you sell them to or by continuing to do so

for very long! If things seem fishy then be careful as you may be facing an undercover investigation. By knowing the right people and using money in a good way the person playing can procure wealth. If you have a powerful team behind you then you can cheat those buying the weapons. But it may cost you later. "Buyer beware."

- 29- You can create a more anti Christ religion after making certain affiliations and, perhaps, buying off religious leaders to promote what you're dealing with. You can approach an evangelist after a sermon, or in her or his office, and convince them to support your side, with money, privileges, or promises. Gathering the right people for your cause you can put together a new though potentially prominent Church depending on effort. There are many types of paths the gamer can go down in this game, many different routes in coming into Antichrist power. This is one where you master and gain total control over religion.
- 30- Along with other ways you can obtain power to meet your objective in becoming *Antichrist* is to build a powerful corporation and gather top scientists. This corporation can secretly build things for you quite beneficial in game's use. One could be a "mind reading" device, so that no secret is held from you, nor a person's desires or expectations. Another is subliminal music. These act as a pied piper. And another could simply be a thing that makes you very much money.
- 31- Your neighbors are available to you if not many more people are. At the lower tiers in the game you at least have them, but not much more. The game presents a follow the wind kind of sense sometimes that *hints* about where certain things could lead.
- 32- Sometimes your friends can save you. They can attest to you, invite you in when you are broken, destitute, help you, get you on your feet, and fund your ideas. That is how it is early in the game—resources are precious, sometimes. If you are starting out at the bottom or starting over when once at the top you'll need all the help you can get.
- 33- If you are caught in a blizzard or have wandered out in the desert you could die. The way the character dies in the game is more realistic. You aren't simply going to be killed by people in the streets or by some

imagined menace. But maybe it is if you take your own life you arise elsewhere, making certain things easier. If the weather or environmental conditions are bad in any area then you are restricted. But if you live in a well to do climate then there are less restrictions for you, except when you live in a backwater town, because there are less "resources of people" there.

- 34- You can employ scientifically advanced items to feign magic power. So in owning a powerful and adept corporation by having scientists create such things for you and keeping them secret, you can act like you have powers only a god would, and put the people in awe.
- 35- Things are very mixed in the game. The game is fitted to combine different things into one. If you are a leader of a corporation you can branch out into a TV station by procuring one. If you are a gold miner you can create great idols, if you are wealthy you can publish certain books. If you are after control of *The Church*, these things all go together well.
- 36- If you are wealthy and influential in certain ways you can become a major leader in foreign, far away countries. This requires secrecy and a lot of resources being pumped in there but can prove invaluable if done quickly enough. As toward the last remaining time before you become Antichrist you will have help that is indispensable.
- 37- Just by having scientifically advanced equipment you can go to a small corner of the world and convince them you are a messenger of god (one with seemingly god-like powers, such as an emitted anywhere hologram with great lights and a tone deep voice.) That would have the people in a behind the times area of the world create for you a religion and a people.
- 38- Or you could go into a church and display great power to them inside. *Not with scientific items, but power invested in you from the Devil.*
- 39- You could play the part of Jesus for some, Buddha for others, Mohammad for others, demons for Satanists, and Hubbard (for them.) You could do one of these or a combination of these, as desired. The formula is simple: getting power from the Devil, even if it is knowledge to have made

incredibly advanced technological items, you convince the world that you are *The King of Kings, The God of all Men.*

- 40- Throughout the game certain deities/ demonic beings help you throughout the game depending on how you play. Shiva is always there to provide sustenance, Agnes to make things go by better, even making things more fun, Leviathan teaches how to do things more deeply, intricately, tying up loose ends, Pan helps you be more influential and is a source of entertainment, a god called Neti saves you from disaster, even regularly, and arranges things better for you, correcting mistakes, Lilith is there to form the right relationships for you and guides you to the right people, Mammon saves you from poverty if it occurs and is a source of reward. And Azrael, he empowers you with great magic and abilities. These are those in the game helping you often each in their own way. But after the great Antichrist war if you win then you must choose three of these to crown. The ones you crown will remain by your side and help you as they always have, even more!
- 41- And before they are crowned and thereafter reside with you in Hell they may be visited and asked for extra help.
- 42- And if you wander around well enough you may find temples of these deities. As well as the Shrine of Santa Muerte in Mexico. Called *The Skinny Lady or Lady of Death*, this unapproved “Saint” can provide you with many blessings. She has been used by the Mexican criminal underground to ensure freedom from prosecution in their pursuits by forming a shrine dedicated to her.
- 43- The player may have to dispose of unwanted people, those in the way, or people otherwise counterproductive, to reach the goal he pursues. People are summed up and generally known by the gamer. A general synopsis and qualities and faults are portrayed of him/ her. The player should know what they are getting into by employing her or him. A scale of injustice weighs the bad against the good.
- 44- Odds are prevalent in the game and so are scales that weigh things out as the character makes choices. There needs to be a sense of what actions and choices would result in. As an RPG has status items, this game has

them too, but differently. There could be education of different kinds: scholarly, streetwise, experience in employment of education. Likewise a status bar that shows the amount of power the player has and a recommendation on how that power is most effectively used, as "in employment of business," or "in employment of religion," or "in employment of politics," or, "In employment of crime." The player's sustainability is also presented on her or his status chart as likelihood to succeed within an allotted amount of time. While these things aren't very bloated or a mess of information, as long as they aren't being the rule, they would be a good element in this game.

- 45- *The text says, and is narrated*, "Pray to the God of Wealth Mammon that you will be imparted with wealth early in life. Strive when young to obtain great wealth and have the fates favor you. For there is nothing better than wealth in one's life. Wealth will be your mother, father, friend and brother during your stay here.

One who is poor can only imagine what the lives of rich people hold. They bathe in swimming holes and eat the best food that is prepared for them. They are given rides anywhere. They have live music for them to play in their home. They have their own movie theater. They have things that are fine and rare. They eat from silver spoons. Their clothes are the best available and well tailored. And their homes and clothes are always kept spotlessly clean.

Do not let youth pass away before you have done everything you can to obtain wealth and pray to Mammon every day that it is made so.

- 46- There is a scene where the Devil has a major politician quell the People by instating harsh, unreasonable, and unacceptable laws. Where the player is lacking The Devil may come in to help matters. And this can be very automated if the player is just not doing well in the game. He could have a wealthy and prominent upper class woman marry him, for help, or have him strike it rich with luck. If the person playing is out of luck and needs money to continue, a spirit could tell her/ him to get a lottery ticket because he'll win. It could be "visit the races," "go here, or there," guiding the character helpfully, correcting his footing, and carrying her/ him along in the game.

47- You can flip from Earth, Heaven, and Hell. In hell you can do things very liberally. And the money you gain there or the people you hurt echo back to the Earth realm. Like a curse if you hurt someone in hell so they are on Earth. Venturing into hell could cost you though as you yourself can be harmed, or robbed. In such a case of this you could lose a lot and find you have taken steps back and not forward.

If you go to heaven then you can get permission from God for certain things. These are things that you are not likely to succeed at otherwise. Having gotten permission to pursue a particular action assures you of a positive result.

To transition between Earth, Heaven, and Hell you have to look for a certain “jinn” who would take you there. These are “in between” beings that are not anchored into heaven, hell, or earth, but reside in each, freely.

48- The title screen shows a morning star (Venus) early during twilight. There's enough light to see a cloud falling from that star, one that resembles a bat-like angel falling from it. It swirls to the left turning into a serpent like cloud with horns and a head coming next. Then, as the sun peers out there is a ray of light coming from it and the serpentine cloud goes over it, somewhere in the west. Then the title screen shows an angelic, bird-like figure, one white, instead of black, that looks upward to the morning star. *Then there is a black rainbow like cloud to its upper right.* And finally, a murder of crows flood the screen with loud gawking.

49- Sometimes in the game scientists are experimenting on the black hole of our galaxy and soon after finding things, some kind of energy form comes through it. What they don't know, but what the religious “nuts” would tell you, is that what they did was open up the gates of hell where God imprisoned them. So they arrive on Earth being more energetic than physical based life forms, though able to appear very physically, as their energy form can create a physical one. Some panic about this. For the very fact that they “opened another dimension in a black hole?” has some speculating that they are demons. There is a large group of people panicking. The scientists have themselves apologized for these hysterics. And how this coincides with the game is that the player knows all along

that these are demons, and they know s/he knows. Things are all gathered together and the character is given a straighter route to achieving world dominance. The demons toy with the Earth. And this is comically seen on TV as things like *The Million Dollar Coin*, and making fun of news occurrences, subtly. They control most of the media as time transitions, though they are regarded as passive and uninvolved. But behind the scenes they are actively controlling the world. They seem distant. They seem even a little dumb and very uninterested. But in fact they are heavily controlling things in a metaphysic way. And befriend you. They guide you toward your goal. *The Devil tells you so.*

50- In becoming a person of political authority you can put forth propaganda shown on TV as "imagine if" videos. For example: *imagine if there was a world without harassment*. And *imagine a world with universal general income*. And *imagine a world where what you bought was bought through a smart device within the hand*. And *imagine a world where all are seen with an eye in the sky and one could no longer succeed at vomiting crimes*. *Robbers themselves could be seen entering your home and where they go will be known*. And also *imagine a world where science has made a paradise*.

These are shown depending on what path you take in the game. Toward stature. And could be advertisements for your corporate or political run toward power.

51- The character chooses just what kind of celebration he or she wants. S/he can have a ceremony, a parade, a wedding, or a dubbing (of knighthood.. Or a *crowning* into power.) Or perhaps the better you do the more choices you have between these, or all of them, just not all at once. I think that during different parts of the game there should be a ceremony, then parade, then wedding, and then a crowning. Each time the character makes a significant achievement then one of these four occurs, one by one. The marriage is to the world. The ceremony establishes power. The wedding is a covenant. The parade when your power is secured and rooted. And a crowning when it is undeniable and *in that you will forever sit at Satan's Left Hand Side*.

- 52- The player has five stars a day which can be used to ascend into heaven and request of God a favor, and five more stars to descend into hell to do the same. Things can be too difficult in the game but these make the game much easier if the character chooses to use them. It should be a good way to adjust the difficulty..
- 53- In fact most games will have you choose the difficulty of the game *before* you begin. But in this game difficulty is adjusted *in game, live*. You may be rewarded less as a result. Like running away in a battle in an old RPG (making you lose your money.) But in this case to make something easier makes getting it done take longer. If you can do something more difficult than it is done quicker. But if you have the game make things easier there are more things to do, and though much easier, will take you longer.
- 54- As with stores some are good, others are not, and some are total rip offs. If you pay less, you get less, and it could wear out soon or break unexpectedly. As with occult stores most are rip offs. If you look well enough then you may find one of the few good ones. These sell things that benefit you, elevating your luck, attractivity, or influence. They smooth out things and even alter the course of a game at a high cost.
- 55- When you come into power your clothes change into something more sinister. You have eight rings that significantly enhance your abilities. You are given the *Slayer's Sword*, and a crystal medallion. These make you the person as Antichrist who has the power he needs. Soon after being Anti Christ, though not altogether soon, you proceed to wage a war against God's people in all their homelands. Things become chaotic with certain kinds of people. The Christians borrow into cult holes and are eliminated one by one. And after you eliminate them down to the last, a great war begins to *finish the job*. Muslims are at this point acting crazy and blowing themselves up in otherwise very civil nations. Things are askew as astonishing things on the Earth are occurring. Great blasphemy occurs regularly. The Antichrist makes a secret pact with the Satanic Church, which soon becomes out in the open. Some atheists are still atheists by this point and actually blame Christian dogma for these occurrences, but others are stricken with terror as they have an overwhelming epiphany about the rapture. The stage is then set for you, *The AntiChrist*, to freely roam and the Earth is then changed through and through.

- 56- And then there is a great war on the territory of Earth, Heaven, and Hell. God is simply rooting out those who are not absolutely faithful to Him. And so the angels of Heaven are told to make a choice. Either remain conformed to Him or go down unto the Earth to serve Satan and his son. Some angels stay, others leave to serve their true leader. Many demonic beings who carried a mask remove them and proceed openly. The scientists that keep their scientific minds insist that these great things happening have something to do with the technology from "Those of the Black Hole." They say that these aren't metaphysical matters but technological ones and that they are trying to throw us into a problem that can't be solved, one without remedy, in which we will succumb to them.
- 57- Focus and penetration are traits that the character may develop by observation and correct application of game elements. When you have a high focus stat you can stay on track and not be sidestepped, *there is less side stepping and the character makes more direct routes*. When you have a high penetration stat you are given a better overview of things. You see *more useful details about any given thing*. "*No secret is kept from you*."
- 58- The character has the opportunity to develop incredible war used weapons. And doing so creates a militia alongside. S/ he poses a great threat by having both a militia and highly superior weapons. Even so, that must be a well organized thing, suddenly posed against the games government in a minor/ lesser power. The character of the game goes to an undeveloped country to create a militia with highly superior weapons and war devices, and takes over the world that way.
- 59- *If AI is well developed by the time this game is made, this game would be particularly benefited by it.* It is a kind of game that would work well under well advanced AI. Relationships, interactions, character development from character to character and many primary elements of the game would be executed well under an advanced kind of AI. As the character would come to rule the world he would have to rely on real talent in doing so if AI were implemented into character interaction. What would work well, what would culminate *naturally* would be possible and useful with an implementation of AI in this game.

60- The character knows s/ he is doing right when the weather changes. If a day goes by with nothing bad done, it is sunny. If things are a bit mixed then it is cloudy. After the first very bad deed is done, there is a lot of rain and with more, some bad storms. The weather starts to worsen into blizzards, tornadoes, and earthquakes. And the character knows s/ he is doing perfectly "wrong."

61- The actions taken during the day are made well organized and proportioned by the player. Many things are scheduled. Many things are appointment based. Some things are only done in their season. And some things elevated toward other things being necessary to do first.

62- And there is a time to sleep after much has been done. The more you do, the less you do, or what and how it is done, effect your dreams. Perhaps it is that by doing little you don't dream at all. Dreams are a different way of playing. While you dream you dwell in a distortion, things come and flee. And depending on what you do during your dreams effect the world. You may even wake up as someone else. Or in falling asleep you become a god interacting with other gods. There is vague advice floating around when you dream and your real problems can plague you into a restless nightmare.

63- The character could create problems they'll have to fix. So they'll have to tie up loose ends, smudge over poor ratings/ conception, fund additional things or do more of the same, less of the same, or remove the pre existing. Some things need to be polished to shine. Other things, they rust.

64- There are lots of unknown uses for things within the game. Things that seem useless but aren't. They can be even very useful. And how the player wants to use certain things s/ he is allotted that use by the game's understanding of the gamer. So going into an antique store to get old coins. And knowing that Santa Muerte's Shrine can be given it (or any number of altars, the person playing can benefit by it that way or many other ways not immediately known by the gamer. There is a lot of junk it may seem. But it's not. There are many uses for it, like wishing wells, reselling, blessing or ritualizing them into magic uses, trading, and trading again, giving it as a gift, using books to become more adept at things, or just reading a short and helpful story, and lighting just the right candle to

evoke a spirit/ higher power. A candlelit can change an element in the game not immediately known.

- 65- If you buy or obtain a special bow and/ or arrow, then you can shoot it up at a certain place and strike the Heart of God, like Cupid, and money will fall down from heaven. If you go to a certain area in the game and place a special rock beside it, the rock will talk to you. If you light a special lantern at a grave spirits emerge and take you down to Hades.
- 66- Along with other ways to get out of jail if you are incarcerated in the game, you can snitch. But be warned not to snitch against a major criminal operation, because (because.) The character's enemies in the game aren't any when it comes to getting a game over. If you blatantly harm a dangerous person you could be slaughtered for it. But game over in the game isn't such a hassle as it typically is in games. So it has a more freely flowing feel. More likely there is jail or prison in the game that can really set you back.
- 67- If you are politically influential in the game then you may more easily be released. Such as being mayor, or a peace officer. Apart from atrocious crimes like killing a harmless peaceful, law abiding person, tour crimes won't put you into too much hot water. If you are involved with a criminal entity, you may receive help, too, according to its own manner like disposing of witnesses and threats. But if you are generally unknown and do not have such a higher class stature you may find it difficult to get out of incarceration. This is a time early in the game. Early in the game the player is encouraged to tread lightly.
- 68- There is real time when it comes to this game, and that is an important thing in the player's prioritization in it. You can show up early for something. But the appointment is still at a specific time. The game doesn't have to have a battery operating clock, though. It just tracks time from a certain point, a certain number saved at the end of the game and starts again from there when the game is turned back on. Otherwise it could be that there just isn't as much to do at night or on certain days, such as the weekend. The player may also have to travel to certain places and this can take anywhere from a few minutes to an hour, or even much more. This game can be extensive in its creation of hotels, homes, roads,

traffic, daylight to sunset, and the people inside. So much programming and space would be required for that to be done. But I'm sure sooner or later with games becoming increasingly more complex and development software improving, that it would be possible, someday.

69- The character could create a religion or control a powerful one. S/ he could operate a cult or a mega church. In this instance flyers and promotional advertising could be sent out anywhere from moderately to extensively. And the more it is done, the more the character's followers become. Being as realistic as could be, some are good and useful, others not. The system and operation, recruitment and alteration of the group or cult is specially controlled by the character as it best benefits him. And places far away or nearby can be traveled to—a home in the game where you would be well welcomed, even hide. As you may be hiding from the law of the game, or go there to establish and expand the group. Obtain riches from them. Have them put you into power.

70- At the start of the game you name your character as you would in an RPG. But it is shown as a pact with the Devil which could read:

Today begins your first day as Anti Christ coming into power. If you succeed at this game we will deem you worthy to become Anti Christ in actuality. In return for your soul you will have the opportunity to own the Earth and all in it. But if you fail your soul will be ours and you will be deemed a failure in hell. We will aid those worthy of our help. We will stop the foolish in their tracks. By signing your name below you acknowledge these terms. Proceed with caution.

(Type in name.)

If the game is well gifted with AI then the character may also write out her conditions. This is such as things that will help her or him in the game. It wouldn't actually take difficultly applied AI. The gamer could say if there is money wanted, help with difficult things, an easier game, a lot of resources, etc.

71- *Then it says, "Of the Devil there is no friend found. Only the best, most useful, and revolutionary may sit beside him. Cast out morality and prove yourself a thing of evolution." And the game begins!*

- 72- There is character analysis written for all major and many more minor characters in the game. Just as the holy bible cited the Anti Christ to know people well "from him no secrets are kept," the player in the game is given useful information regarding those within the game. It says what good use they are, their level of trustworthiness, stature, and others they know and what good connections can come through that.
- 73- There is also a page or so of inner thoughts the game character has. The player is given details about their own intuition and insight. These are the two pages: a page regarding intuition and a page regarding insight. By this the character can take the optimal direction.
- 74- Along with other scheduled things in the game there is also a pay day. Only after a day by day working period is the player paid, if he has such a job (and not a criminal or commission based one.)
- 75- The character's beard grows throughout the game. By the end of it he has become like a kind of Satanic looking sage. And as his stature rises so does his quality of dressing. And his movements gradually grew more liberal and childish.
- 76- *The Anti Christ* game contains visions, such as: the world gradually setting on fire, falling stars, a communion of goats, a band of demons marching forth, a woman walking in a repetitive dance. While she dances forward she points to her right and buildings blow up. Also: authority figures having their heads hit like drums, and the general madness of the populous.
- 77- When you sit at a certain bench a demonic, angelic, or jinn like being meets you there. In coming to sit next to you they give you advice or relay information unto you. There are many such benches in the game.
- 78- Likewise if you sit next to a tree, one by itself alone, these bring forth spirits and other such beings that will tell you their opinions of you, show you visions, or be a gift to you.

79- If you fall asleep in certain hotel beds you wake up elsewhere, such as in a strange place, a mysterious and dreamy kind of place. In some cases you have to claw yourself out. In other cases you may be there awhile and seemingly lost. But in time you may be removed from this strange hellish place and wake up again where you left off. Sometimes when you go to bed in these strange places you enter into an altered reality and sometimes you have visions of the future. If you want none of these to occur, carry a special lantern at your bedside.

80- There is a time in *The Anti Christ* where God says the following to the player:

Man has come so far. But you will not trump me. These things of science remove me and I will not be removed.

The player tells Him

But Man has come to the point of ending all of his suffering through science. He has overcome the world you put him in and has mastered it. Would you take that from Him?

God responds

I will not become unneeded. I will not grant Him this power. I will rip to shred his progress and consume it.

81- There is a scene in *The Anti Christ* in which the character is trying to sway the minds of a group of the most major Church leaders on Earth. He is not doing well at it. They take him as any other ordinary man. He offers the Church leaders all they could ever want if they turn to Satan. But they did not believe he could, and still took him as an ordinary man. So he tells them to look in the mirror at his reflection and they see a more devilish look of him. His face becomes as the Devil, and his arms flail around though before the mirror he is not moving. Then he becomes like a puppet, the Devil's puppet, and being astonished at this, they succumb to his plan.

82- As resources expand in *The Anti Christ*, so are the resources of the player. The broadly sweeping advancement of science propels the player into a whole new world. Very well it is as those are using magic. *That science is real magic.* The player has special powers later in the game, because of it.

83- People at this point very well cannot die. So chaos erupts on the earth as a result of science being able to do practically anything. And admits this is a panel conducted to establish a regulation of scientific use. It is very well just as significant on the Earth as the American Revolution. Order must be made. Order must be implemented. And on top of that order resides you, the George Washington of affairs. Rules are posed using safeguards and giving caution to the wind. In *The AntiChrist* that would be like a movie.

84- At that time in the game the player is put upon like a mountain as great Olympus. S/ he resides as a god there, ruling over the Earth and geared- even driven- to conquer the Earth through and through while residing there on his/ her throne.

85- S/he then controls the lesser humans. S/ he devices them in two classes: higher and lower. Against the lower he is given every power. Against the higher, less so. The world becomes her toy box. His playground. Then one day angels come into his place. They say they are from the *upper kingdom of God*. And to remove yourself from this throne as only God is allowed all power over Man. Some of your confidants support you. And what results is a refusal to leave your throne, and so a war- one like England coming to those of the American Revolution.

86- *The Anti Christ in Power* is *The Anti Christ* in full. At this time in the game the character of the Anti Christ is godlike on a mountain like Olympus. There are scientific misfits in the land, people who've become misshapen due to science making them too tall, too evil or demonic, or lost within a simulated reality. *The Anti Christ* is the top along the ladder of gods but those below him are deemed unfaithful, not enough loyal. And the Anti Christ then removes them from their greatly elevated stature by empowering her family.

I've come to make my power perfect through you knowing you will ever be faithful toward me. And together we will rule over every corner of the galaxy.

The Anti Christ then dons on the members of his family god like power and responsibilities.

To his brother he gives authority to his army. He makes his brother a general who executes his orders sometimes, other times he uses his authority over the army apart from his brother, *The Anti Christ*.

To his sister he charges to learn, know and apply magic (science) well and that by it, keep them, *The Devil's Principality*, to remain with great powers.

To his father he gives the role of priesthood which he uses to guide *The New Church*. He is like a pope with great power.

And his mother is given the control needed that they remain comfortably situated in power.

These characters of his family can be controlled independently by the person playing the game. They can be switched around to accommodate the gamers wishes, and just for the capacity to do more in the game and arrange things appropriately.

87- At this time in the game the Anti Christ went through three phases: 1) *The Anti Christ Becoming*. 2) *The Anti Christ Whose Image Was Worshipped*. And 3) *The Anti Christ in Power*. When he has established her or his family rule beside them and the power to do so, then she has become *Anti Christ in Power/ Actuality*. The gamer then has three and a half years to appropriate things according to holding on to eternal and universal power. By this time you were warned by God's angel *Hermes* that you must relinquish your power or else suffer in hell. It is then said by the player:

Give me time to gather those who hate you, those who have no faith in you, and the otherwise rotten to be gathered against you. Let them be brought out into the light and scatter from their places of hiding. I will bring them all together to stand against you. And they will be brought under your sword only leaving around the truly faithful.

God certainly agrees to this and says let it be so. *Give them a mark upon their right hand or put it I to their minds, those that don't serve me but you. Gather them together against me and by my might I will consume them.*

So at this time in the game the people of Earth are assigned to specifically have just that: a 666 (mark of the heretic) number on their right hand or held in mind. He then sets up a great image of himself to be worshipped. Those that do worship it are given that number. And only by having that number may you buy or sell *anything*. So the Christians, who are faithful and true, starve for God. Most of them die, the test whose suffering is great, are raptures up. They that serve Satan are given to Satan. Those who stand true to God are kept by God. And more than not become servants of the Anti Christ, *Lucifer*, Satan's Son, whose throne is situated in Hell.

(As a note: I said before that before these occurred the Beast/ Anti Christ was *already* worshipped. But instead, S/he is at *this* point in the game, not the other.)

- 88- Angels appear before you before entering into a church or while walking through Holy Land. These are like random battles. They are shown both as in front and as by the side while battling. They are cut through like air, regularly, but after being given a hit from *The Devil's Sword*, they are able to be dealt fatal blows.
- 89- *Through trial and error you can tilt the People to your side.* While being a public figure needed more and more and adjusting people away from their opinions of freedom and calling the Constitution more oppressive than liberating, the People can be turned to your side. The People are lost as in a dream through your words and actions. They are like things never said before, nor done. And after much time spent being incredibly different The People naturally side with you. They even begin to assassinate your opponent's, though you've done little to nothing to instigate it. Some of the people hold celebrations in your name, and your popularity builds. They *demand* you let them worship you and before long they *demand* you rule over them. You have done all you could beforehand to establish an opinion of yourself such as that, from the people.
- 90- At any one time of the game, once a day, a player pulls up a card. If it is a diamond card, s/ he gets money, just like that. If it is a heart card, s/he may be more likely to form a relationship that day. If a club, then your odds (of anything) will be increased that day. And if a spade, you will defeat

obstacles better that day. If a King or queen, much more. If a jack, a little more.

These words offer well a less programmatic playing of *The AntiChrist*.

91- There is a scene where the character is going from bus to lecture and bus to other lectures in many different cities. The character is preaching the gospel in a highly motivating way. He has powers, he heals, remarkably. People are astonished by this. He is a real miracle worker. He predicts things that come true. Behind the scenes are diabolical entities. He is asked often if he is Christ. He cleverly refutes these claims up to a certain point. Then after he poses himself as Jesus. The whole world is enraptured in his presence. And his power can't be denied. As a curse he disposes of his enemies. People fear him. They can only believe that he is the returned Messiah. Which most do and some don't.

92- A radio can be heard talking about you sometimes, often from a car that's stopped in front of you. According to what you do it's heard on the radio. It says things like:

Some say this guy isn't human

He is our King!

The government is investigating ()

Some say he is involved with Satan

This guy must have descended from heaven

No one really knows how his power is so or where it comes from

The city has been consumed by this one man

The nation has a savior

And it could be early in the game the character has just a few bucks which he later hasn't none. He uses what little he has on a trip to a different place. He is homeless. But finds himself doing incredible things. This is the only way God could save him. And the devil gets involved declaring him his son. So while homeless he does these incredible miraculous seeming things. But really he is only using the Devil's power. He *could* find a Church-like program in which he admits himself for a year and during that time convinces them he is Jesus by using the Devil's powers to

"prove" it. There are many different paths in *The AntiChrist* but they all lead to the character's desired role to become the world dominating Anti Christ, *Satan's well qualified and truly blessed son, on par with the son of God in greatness.*

93- If you take the role of a powerful corporation that path brings about pseudo tech. *Pseudo Tech* are seemingly scientific devices that aren't. Instead they are empowered by demonic magic. These things have secret designs behind them and the world, even the scientific community, just can't figure out how they work. Then there is an electronic device that identifies you. There was a stir about just how easy ID's have become so easy to counterfeit. Money, too. So the scientific community under your control makes a special 616 chip implanted in your hand. The 616 chip is really just symbolic. Beyond some black magic they are just some curious little "tech." And the world is controlled through them, as by accepting the chip, which you just do in order to buy or sell, so very many sold their soul to Satan. They are mind control apparatuses.

94- There are texts in *The AntiChrist* game that tell you to meet one person at one place or send requests to attend a ceremony, or a panel, or a party, or a political meeting. These are hit and miss ventures, sometimes. Other times it is apparent what would result from your attendance. There are opportunities there, but sometimes just doing so to climb up the ladders, to raise stature, perhaps.

95- In this game "texturals," modernly called "memes," are shown. These would be like a picture with text below it. If you take a picture with your special camera a textural comes forth. So for example if you take a picture of someone you get a textural of her making her known better. You can take a picture of a tree to see if a demon was there and why, even to where he was going. And you can return to that tree later or look for him. No secret is kept from people with *texturals made of them*. And people's secrets can be used against them, or at least to be used to your benefit.

96- In *The AntiChrist* game there are graphs and pie charts that can be used by the player to her/ his better outcome. They provide analysis, especially through opinion polls. But also to have known what directions things are

going into. By knowing tendencies, demographics, opinions, and likelihood of success or failure, the player has a better grasp on what she does and what of it will come. As the saying goes that you can't please everyone, but you'd know who you should be pleasing. And the squeaky wheel will be known. You can also use these to know how well or how poorly you might be doing.

- 97- In *The Anti Christ* endeavors are like circle triangles and squares. Applying this to the game is simple: the player either does things as a circle, which means continuously revolving actions through and through. Or as a triangle in which there is a moderate climb up, going "down hill," and returning to do so again. Or the character acts like a square meaning it is a steep climb up then moving straight along, then falling and returning to do the same. But I can throw into that my favorite shape, the rhombus. In acting in a rhombus sort of way you climb a little, as an easy thing done, you walk awhile (doing minimally) and at the end you fall down (like as by performing a short cut) and working underneath powerful people *underground* you return to do the same.
- 98- Some games have the master Excalibur Sword to find or happen upon a cursed jinni lamp. But this game has you looking for the Devil's fruit in order to have The Devil incarnate *The Devil Within*. You then set out to look for the Trees of Satan. When eating of it you become better magically equipped. As has been said, the character may choose many paths in her pursuit to become *Anti Christ* in power. This is one of the easier methods. When you eat of all these trees you will be given power in the game needed to take over its world. And also by doing this along with other paths you gain power you wouldn't otherwise ever have. You become more friends, more like the Devil, *the Devil's Adam*, and by doing this Lilith will be with you in the game. Lilith can be summoned otherwise, though, by creating an altar for her after obtaining certain pieces..
- 99- And to summon any Devil you simply bring together necessary pieces. These can be certain idols that are more or less powerful. Also certain colors of candles, certain coins help. And some items for the altar are necessary but others aren't. Those that aren't still help. So in gathering the right pieces for the altar by searching far and wide, an altar that can summon a demonic force can be made.

And in summoning demons to help you there are also other methods. But be careful! They may find you bothersome and slay you, leading to a game over. Different deities help you different ways:

Agnes makes things easier which are otherwise very difficult and convoluted

Shiva destroys your foes or reduces obstacles

Leviathan penetrates the deep and covers the hidden.

Mammon invests you with wealth and opportunity

Lilith improves your relations with others

To name just a few.

100- There is a possible occurrence in *The AntiChrist* that the souls of the people in the game are essentially removed from their bodies. Their souls are replaced by AI being infused within their brain, and so they are no longer in their bodies, but have raptured up. This would be like a total rapture. The good who refused to take the mark on their hand or within their mind keep their souls. They die during “tribulation,” whether they’ve starved or suffered under the hand of evil things. Those that took the mark on their hand are simply damned to suffer the worst tribulation period. But the worst trial comes to those who choose to take “the mark of the beast” within their mind. As through some sort of mind control tech they will lose their souls.

101- In a good way to have direction and possibly do something liberally while the game otherwise has you playing on the safe side, *The Devil* sometimes talks to you in your mind, having you do things. Sometimes he will flat out say that you must go to a person and dispatch him. Sometimes he may tell you to reprimand someone, and sometimes he tells you to change your direction or focus that you are playing the game the right way. When you do something he says you must do it and you will not find harm in doing so. But if you don’t quickly and rightly enough then things can become disastrous for you.

102- Like you are hunting for deer you can corner your foe, such as a political obstacle, circling around his life and disrupting it. And by posing fear in his heart you will conquer him and remove him as a problem to your rule. In

the game this means digging up dirt, framing him with a prostitute, threatening, blaming, exposing, corrupting—making him a fool, one undependable or unreliable. These in order to remove her or him from their posts and responsibilities, doing so to any who cannot be trusted, those possibly or apparently against your potential power over the strata.

103- You can be sued in the game. Lawsuits come like they would in everyday life. And don't drive after you've gone to a party! You might be pulled over. Decimation is a sure way to get sued if you do it to one who has lawyers behind her or him and a stature to keep. If you are responsible to keep things in good working order but don't, you could be sued. You could be sued to be displaced from your post. Or maybe even to be removed from your post of army general, if your actions are too questionable. If you've gotten far in the game and have become President or Prime Minister, be careful because your actions are being monitored all the time. If you've chosen to become a dictator far away from other democratic nations, do well not to make a big bloody scene because the greater powers can capture and hang you.

104- You may have to do any number of things to have good exposure on TV. You might have to bribe the networks to withhold bad and unfavorable information about you. Or you might have to rough up its execs or pose a threat against them. In *The AntiChrist* the TV can bloom a good rendering of your worth or show you as a weed that needs to be removed. If you have your own network that would help a little. But you have to be careful in the game not to let bad information come out and that's more to do with those who work with you and what they know. To some you may impart secrets, if they are well trustworthy, which only your tightest circle and immediate family really are. But if bad information leaks you might find yourself bending over backwards to remove it—or perhaps go elsewhere, taking a break, and returning to try again after people have forgotten about you.

105- If you have been identified as a national threat you could be exiled to a different nation. But you have the opportunity to use money you've (should have) previously secured in taking over *that* nation you are sent to, or choose to be otherwise. Though exiled from one area you may roam about and continue your task of rule over everyone as the Anti Christ. If you are

exiled and dirt broke it will be more difficult. Depending on where you are you may team up with any number of groups, be they Church, political, militant, or a place among kings. Have yourself coinciding with them, offering yourself as a worthy servant in the implementation of their power.

106- Sometimes if you do something it must be done within a set amount of time. You are told how long you have to do it and if you choose to do so you have as much time. In the game you'll have to be well orderly like a person playing Tetris whose bricks must be laid mindfully. These can be tasks such as gathering enough people to work on a project, or hiring someone specifically needed for something, getting a house built for a political leader, and other such minor things (though it pays well) or it can be more important things like qualifying yourself for a position in the FBI or State Police.

107- There is a time in the game where a device is made that makes people high. Where before chronicles could only do so, then someone invents a device that makes you high. This causes a very big problem in the world as it cannot be stopped, nowhere nearly as much as how chronicle based drugs were. The people now simply have to make this device from readily available parts! And much of the population become dumb through it. The device is large at first. And they think *maybe* they have a corner on it. But it becomes smaller! And when it is detected, people's homes are raided *outwardly*. Meaning that by passing by a home with one inside it is as known as a police officer with a speed radar gun. Many have this high inducing machine. When it's known that one is inside, the home is raided. There are no more "warranted" searches due to the mass proliferation of these devices and the incredibly negative effect they have on the world. Because of all this freedoms were stripped and *The AntiChrist Becoming* is given more authority and power over the people of his nation.

108- The character can assemble a politically powerful team, one or more, and one after another, as a shortcut to come into global power. This is a shortcut. And it's not easy. But it brings you into ultimate power more easily, if you succeed at it. The team is gathered to raid office after office, home after home, place by place, and individual after individual rooting out those who are known to be untrustworthy or unfaithful to you. The more

right people you apprehend or dispose of the better, leaving no stone unturned. And this can be a taxing expenditure, but the reward is that if you succeed at it you are then the leader over all the nations.

109- In this the character must look deep within the offices of the people. There could be some that s/ he knows not of who would come up to you from behind and dispatch you. The more s/he knows the better, as many enemies toward your overthrow could be in the shadows. So gathering of intelligence and knowing the arena well will save you from the harsh fate of those who are treasonous.

110- The Devil shows you this vision:

The Story of the house that got bigger:

There was a small home for a major ruler. But that ruler didn't want it, really, nor to rule much, really. And after he left it, it got bigger. Then came a man who really wanted it and being more of a ruler he fit right in. The next person living there decided the people's homes should be smaller while he lived where he did in a much better place. They shot him. So came the ruler after him who would live in his home, and it got much, much bigger. So rulers came and went while people wanted his home more and more. Since they'd kill him for this home it became more of a heavily armored fortress. In it rulers came and went and felt quite secure. No one could harm them in his place, and he ordered great wars leading to the deaths of "his" people. And now that the home is as it is, *The Devil's Home*, I give it to you, my son, *The Anti Christ*.

111- There is a scene where a stalker breaks into your home. You can either dispatch her or have her arrested. If you slaughter this armed intruder then it is done, you had the right to. If you arrest her she is removed and unable to return again. But if you connect with her you will have made a great ally and friend, one component and reliable, faithful and useful. She was from a prominent family, a daughter of an upper class politician. And by not killing her you avoided making a bitter opponent. Maybe you even marry her, taking with it higher stature.

112- There is a scene where someone attempts to assassinate you, but fails. After this happens you are given special protection and it only aids in your cause.

113- The world is shown to become convoluted. Just like many former societies have become toward their end before a great change. In the world having become a system of systems of more systems things it hasn't enough systemizers to hold it together. There is not enough glue at this point to hold it together; there *is no good* "societal glue" to begin with. So the character tears it apart, rips it to shreds, bursting out onto the scene promoting *Total Newness*. S/he offers the freedom from the nation's own self imposed restriction, giving the people what they want and removing them from what they don't. This can be seen in the movie as a person more welcoming, a leader who promotes things returning to a more simpler form. S/he has known well what thick weeds have grown and precisely how to cut them out, gather them, and burn them by creating fires of a new state.

114- You are in a governmental building that was assailed by a group of renegades. And you go inside a panic room. A major governmental officer was shot inside. And slain.

The house of a sheriff was set to fire. A high ranking government official's car was blown up. And all around there are terrorist acts, more and more. This *inner war*, "*The People's War*," left many dead, but you had gained a special kind of regard in your speeches, your more desirable actions, and have become very well the right person to hold power.

115- The Devil sometimes appears above a person whom you are talking to and tells you by an image after how you should use this person. For example, first there is a Devil or The Devil above their head and then there is an image. If the image is a fire, then be rough, demanding, assertive, or insistent. It also indicates a challenge. If it is ice then keep doing what you are doing, capture, hold onto, preserve, situate this person. If it is a blowing of wind, then pass him or her up, remove them, deny or forgo them.

116- You are given a *hit list* in the game of people in the game you must assassinate, one by one, until all of them are. You can't progress in the game if you don't. This list of people provides general daily whereabouts.

You look for them at just the right time, and using your own desired method, you dispatch them. This is sometimes easy, but sometimes hard. They may realize they might be next and so hide. So they daily run about and people they know might have to be known well, better, in situating their poor fate.

117- Large groups may be executed too, if they pose a threat to you or if you desire to just remove or take over them. You can have religious groups framed to have been executed by the government, in *The Anti Christ*. That would cause A LOT of problems- protests, riots at worst, but in any case the people would be very unsettled by it. It can be made that people demand their religious freedom more and more and shift their focus against the government. All these things in the game are happenstance things that can improve the story if nothing else.

As for executing members of any group in the game, it could be done for many reasons, to make things go your way sums them all up.

118- As more and more good people die in the rapture—that the rapture—is partly being condemned by being Christian or as having strong Christian characteristics, the world in *The AntiChrist* is one where everyone comes to break the laws of the land. People are discontent, they hate the governmental world and more than that the way they are expected to live and think within it. They are made to be overly nice, overly considerate from the psychological powers that be. They are wanting *glory*, and have been made to desire attention, though never really receive it, due to use of the internet. Amongst this setting the civilians of all the nation's break free in their petty little blazes of glory and as things multiply and accumulate so many are breaking the law that none may really be punished for it. There aren't enough prisons in the world to contain them. They simply want a more tribal than scientifically enhanced livelihood.

And after the dust settles emerges you, The Anti Christ.

119- People become bitter. Like in using memes this is made known to the player. And going around in public, it is seen that people are becoming bitter. While trying to get a high political office and aiming for the most votes, people aren't just requesting things but demanding them, much of

which are just petty over-need. They are like those that are demanding you have great power to fulfill their wishes. They want your power for themselves, not realizing that it is this sort of insistence that would put power over them, not through them in any well reasoning, practical and ideal way.

120- As the world's needs have increased, and some things that should be a responsibility of those that should be responsible for them, are handed them on a silver platter, polished and shiny, at nothing to their cost, not openly any way. The people are provided for, extensively, and the costs are indeed over bloated. Where a little should go a long way isn't so, but that a lot only goes a little way because the people are handed things too much, not very necessary, but become too necessary all the while. Most of the money is being driven into the drug habits of the incompetent. Free glasses? Sell them. Free phones? Sell them? Food stamps? Sell those too, and off they go, getting high and copulating with whores. Society in *The Anti Christ* has become like a shopping mall for the sinners, those of vices and laziness, and certainly incompetence if anyone is to be *anything* good, s/he should be taught how, and taught how well, and then made responsible to. One goes out into the streets and finds a gigantic shopping mall from one end to the other, by which rest the homeless when they can, and outside of it scores of three story homes. But *The Anti Christ* in the game shifts this, to much dismay, becoming a strong fist slung at those who lead the people into poverty.

121- "*Life is hell! Life is hell!*" chimes those unfit to thrive in it. But those that are able to improve their life through and through no such thing is heard from. There are those that go from a good and wholesome life to the depths of poverty, and cannot climb out of a shallow pit but choose to make it their bed. *The Anti Christ* has a history of hardship, and along with it the experience to be well, just about anywhere. This is a person in a world lost, in which most suffer. Hell it isn't, altogether, and those that suffer already, will so more, and are not fit to be in hell. To fall down into an ideal place of hell isn't easy, because most are strained before they can. But those at the bottom of hell do just fine, they not only survive, but thrive. In *The Anti Christ* when you are in hell, you are among others worthy to convalesce with, and many good friends found their ever willing to do some more straining. *While in hell in The Anti Christ there are those seeking*

perfection on the dimension above, Earth, and many team together and gather together the perfect plans to have it done. Hell asks of Earth revolution and evolution.

122- The difficulty in the game is at first more, as things must become familiarized and adapted before the game becomes more natural, more easily natural. But the work lessons. There is a lot of work to do but then work is less required, after a certain point. Whereas you hadn't a very good idea on what to do moment to moment, the player adapts and learns that things can be a lot of simple things and fewer more difficult things. In the arena the player at first finds himself among many challengers and pretty, but as they grow in stature and experience things become easier and easier. As not much can go wrong as what could go wrong is removed, *not much could go wrong*.

Once the character has situated her/ himself into a seat of power and authority they are left with just a few set things to accomplish before opening the doors of heaven and initiating a war with them.

123- All of the time offers are made to you, sometimes easy, sometimes difficult, and sometimes shady. In having executed instructions, the player must be careful that nothing seems aloof or that he is wasting his time.

124- Large groups of people can be organized to fit your purpose and *new* cultural groups could be established. The aim is to fill the scene with the anti Christians, who will later be called your people, by name and deed. There is group after group that you infiltrate and change the courses of. As a minor leader monopolizing leadership into becoming an overall leader. And you take a chunk out of from time to time to change individually, such as by offering them money to help you, doing a favor and waiting for the Devil to get his due, and by evoking awe in them through miracles. The game fluidly moves to you having greater and greater influence

125- *The False Prophet* in *The Anti Christ* (game or movie) is a contractor for the Devil, and a great spokesman from who is shown great power. He acts on behalf of The Devil to contract others into your cause depending on what direction you are taking in the game. And he has the capacity to do these well. He instructs you what he's done and what he lacks, for you to tie up loose ends or bury holes.

126- A politician tells you, privately:

Hi Lucifer! I am an alien as they are called. We have been preparing for this moment. Look at the world around and know it is our set to situate you into power. We've left no stone unturned. This is as a world that has been organized for a celebration, and that celebration is for you claiming this world. The people are inflamed. There is a fire burning on every corner of the world. We'd have to leave this planet and not return. And when the dust settles you are going to rule over all of it. You are the Devil's one son. We regard you as highly as the angels regard Jesus. So we welcome you to run for office and am here to help you all the way.

127- Another character in *The Anti Christ* says

Look at the people and how they have become lax and dumb. This is a sign of an empire falling. This cannot be kept together. The people are fat and dumbed out. They aren't doing anything important by large but traveling back and forth to mc Donald's and getting high to music besides. These are like people without souls. They have no inner, independent voice. They can only exist with the trends and the flow of the public. They are all together without intelligence. I foresee that this nation will fall as their numbers increase daily.

128- And another character in the game (a preacher) says:

We are the Christians. What we say is best for the world, wouldn't you say? We know the right way to be. Then why is it that we are being confronted by sinners mocking us and our beliefs? Don't they know that this nation has always been a Christian one? What gives them the right to delineate us, to strip us of our power, to deny our authority? Don't we have freedom to profess the Word of God?

129- And a character who you thought was just a normal nobody in the game at first after you have been threatened and leave an area, tells you later:

You thought they were going to hurt you, didn't you? When you walked away last night that guy that tried to pick a fight with you was out on his motorcycle and wrecked it. You know how he is now? He's a vegetable doy! I sent the Devil out after him. Don't be afraid, Little Lucifer, because your meaning to us is as guarded as a large diamond, a bag of rubies. And don't

be afraid to talk to the serpent. He is here (and she touches between your eyes.) They thought they raped me. All they really did was take a new virus I've had hidden within me. You've been vindicated. I'll protect you.

- 130- There are scenes of people acting like morons, like they came out of an early rap video trying to appear bad and mean, like yo- yo's. People in lowriders bouncing up and down and a person saying "I got the crack and heroin, yo, give that here essay. And the radio chimes ``I'm coy hee hee best music around from dusk to Dawn. Paaaaarrtty!" Then a woman on the radio says sexy like "Listen to us big man and be blown!" These are embellished, but they give a sense of the state of people.
- 131- A scene of warning system alarms blaring and sudden attention given it by the character who at some level was waiting for it to happen. S/ he is then thrust into full gear to end this new war as quickly and fully as possible. Missiles hit the mainland and a lot of ensuing threats are posed against the nation. The war wages on for weeks as others join her enemies, and it seems like all is lost. A dictator even comes forth declaring himself *Anti Christ*, which he is not. This becomes intertwined with the player of the game posing himself as *Savior/ Messiah*, and your death is faked. *The False Anti Christ* gains lots of power and he seems to have executed you, the person of the game. But it was all set up to make it seem that *The Anti Christ* was here, but destroyed by the Messiah. As a war against this false AntiChrist accumulated into a fake Armageddon and most, nearly all, Christians were duped.
- 132- In *The AntiChrist* the character is in a revelry with the Christians. S/ he is celebrating with her friends of the *Special Friends of God* church. This Church is the only agreeable one that the player (Lucifer) ever found. He had tried different churches, as is shown, but always wound up leaving them mid way through. But this Church, *Special Friends of God*, were very unassuming. More pragmatic. Not at all judgmental. And certainly not cult-like. So it is that they were revealing. And the stars shone like gold. He looks up at them and hears a voice come down on to him, which is Good, who says:

You are an alright man with me, Lucifer, but let me speak little of it. Remember, it is all a game. Don't take any of my lunies seriously. They are clay I like to squish. But you, Lucifer, I toiled on for ages, and thank you. The

Holy Bible might be about me but it is because of you. Remember what I said, I am not going to repeat it.

- 133- In The Anti Christ you may take many different roads to world dominating success in becoming and pulling as Anti Christ. One of the more fluidly and straight moving methods is to embark on a trip that is put together and operated by a Christian group. They travel from town to town, church to church. Meanwhile the player convinces them he is Jesus. The false prophet at his side takes away doubt that this beside him *is* Jesus. And with his hand he shows seemingly heavenly powers on your behalf. There is group after group that this is done to. The trip wasn't meant to be long and by that time some have left the party, though some have been added, such as relatives and friends of the groups you've attended, insofar as your influence can reach. You turn one load into many and they are fed. You work a few miracles and many come forth. Things pile on top of the other as they should. And you have a massive group of people following you in no time at all.
- 134- As you have convinced the world that you are Jesus, no wrong can be done to you. No jail can hold you. You have the greater power. People follow you all the time and though this method of becoming the Anti Christ is easy, it is met with the difficulty of basically being harassed, altogether bothered. You then just have to wait before God *really* returns and a war is waged which at that time you are made known to be *The Anti Christ* and have by this method of coming into power have at first and quickly on your side but later and just as quickly have lost many on your side and conquering the angels of heaven will be much more difficult.
- 135- If it is a two player game then the second player controls the false prophet, a person that works to establish your power often through deception and misleading.
- 136- The player can switch between many characters, from a virtual nobody to one more important, or at least possess them as a demon would, and have a little bit of influence on her or him. In switching from one to the other it is at times automatic and at other times manual, by choice. The screen can fade in and out a certain way indicating or showing what kind of character it is that you've taken over. And the screen shifts from you to the false prophet, at least from time to time.
- 137- Some are too dangerous to be kept alive (the squealers, the despots, the political enemies, those with sovereignty above you.) In these cases

you may have gotten yourself into some hot water. If bribe after bribe fails and threats don't carry enough weight, if you are unable to evoke fear or succeed in disciplining then you may have to do away with her or him. Things can be perfectly well otherwise but with a person in the game posing a threat to your plan you have many options, these, much less likely to cause incarceration than what would happen if you killed him. But judges can be swayed, political official's, too, And with that, as you set yourself up in their favor you'd have more freedom.

138- Progress is indicated a few ways already, but another one is shown when you don't rise in level (like in an RPG) but you "level up" by increasing the "Spirit of the AntiChrist." Raising that spirit slowly consumes the world. And in consuming the world with it, the world you conquer. It is shown as a demographic on the screen. Like a map. Showing how saturated any area is with *the AntiChrist spirit*. It can be zoomed into, showing it in cities, and even neighborhoods, the level of *anti Christ's spirit upon them*. Some neighborhoods will be more difficult to change, such as Bible Belts. A little in the style of *SimCity*, you can manipulate things into its people becoming *anti Christs*. *Even down to homes, especially of prominent people*.

139- Having a map of places where influencing others comes easier.

140- The world view screen can zoom in on the Earth to understand it better. As said there is a map showing the level at which people are on the Devil's side. You can also observe the Earth bound people within it. You place upon it things symbolic such as idols, preferred churches, Satanic groups (or cults *if you can find a hidden enough place for them*.) You put in the sky a banner shown across the sky with a plane behind it. You put up certain billboards. You place liquor and gun stores. You change the directions of the people's this way. You cause fights, even homicides, by putting on the area of occurrences demons that do your will, or you have possessed people that do as the demon is willed within. It is much like a Satanic rapture as you either keep, change, or remove the unchangeable. Also though it is sending people elsewhere and bringing in the more desirable as your cause will be worked. In areas of your choosing you may also send police or do things to change its environment, desirably. *Create enough protests and you will pull up a riot. Cause many riots and cause many police states.*

141- Here is a scene in either the game or the movie:

The Anti Christ, by whatever his or her name is, is told by a fallen angel (one looking splendid, not bat-like) instructs you to go to a Satanic church. He is told this and they walk together for a moment, and the next moment they are there. "This will be your church, someday," He is told.

So then s/he enters and is greeted at a desk. They say, "Hello Lucifer. Welcome to our church. We've been waiting for you. It became apparent to us that you were on this Earth decades ago. We've been in and out of your life since then, unknown to you. The normal fee is a hundred dollars. But for you, a dollar. Do you have it? "No," he says, and is told to return with it later. He is told they call it a dollar owed and bring him into a room to be given a Satanic baptism, which he takes, and leaves. (The scene simply shows a devilish baptism and he leaves, awakening back up in bed, at dawn.

He kind of ignores it. Doesn't remember much about it until he goes to his step father. While enjoying his breakfast his step father gives him a dollar bill and says, "I know you needed this, and that's all I'll say."

His step father actually arranged and caused his influence of Satanism. And that's then known by him. His step father was always putting Satanic influences before him, very subtly. He knew exactly how to deal the devil's work upon him.

142- One method in this game to become *Anti Christ in Power*, is by using sorcery to open up the "Black Hole Portal." In conducting this ritual the black hole at the center of our Galaxy is opened up. It's tech science stuff, or it's sorcery occurring. You could be given as though in a dream a design of a scientific device that can open The Portal of The Black Hole. And, maybe in convincing the scientific community that it is either a doorway or wormhole or whatever they agree with you and create your device catapulted quickly into space. Or more simply, magic is done that opens that gate.

And then the fallen angels emerge, as things are mysteriously seen leaving the black hole. Many panic, others are in awe, and most believe they are aliens, when they arrive. And they are certainly in your debt. They had been locked in that black hole for ages. They confide that they were a highly intelligent alien race that was experimenting on energy absorption of a star when it blew up, trapping their souls inside. Now they are free.

And being what they are, they are cocky and quickly post their Dominion on Earth. They just *don't care*. Politeness doesn't register with them. Where they go they exert their power. And they don't care if it is not fair or right.

But with you it's different. They prop you up. They worship you. They give you all authority, make you the boss, the Lord. And they only share their power with you. This causes the other people of Earth to do the same, knowing to please you is the only way to please them. And your role of dominating the Earth comes into being.

143- There is a house given to you that is haunted. It is your own specially given home where demons reside. It was said at one time it was a home of monks. And demons like clean things. It is a place where demons roam and satanic visions occur. You can see people tormented. You can see the Devil in the mirror. You can bring into it, like by magically caused transportation, your enemies, and have the demons consume them after you've sacrificed them. *This house of The AntiChrist* has a special room, one with four sitting goats before a table. They are there to counsel you, to guide you. Or to them you return if in the game you are either slaughtered or commit suicide. There is another room that before an altar you can pray, more than one room but many, such as Shiva, Satan, Lilith, etc., And placing a gift upon the altar helps you in evoking magic. Within this home you can change the world outside. In your bed, through dreams or nightmares, through the altar, magic, through summoning demons and jinns, and by counsel of what can be done as informed to you by *The Four Goats*.

144- You can trust your inner circle especially so in *The Anti Christ* and your immediate family, yet more. In finding the most trustworthy people you may test them on certain errands. Their willingness speaks well, as does their secrecy *which from you no things are kept secret*. You choose an inner circle and the game positions others into your game realm reliably and usefully. These are those that you have around you most often and have most of your wishes executed through. To lose one is to lose something valuable. But if you've formed a large inner circle, the hit won't be felt so badly. Do not send them out together into a dangerous situation or you will find yourself stranded as in a desert. You will then have to form another circle, which can be difficult and time consuming. Rather keep them a secret, invested with power, and guide them wisely.

145- Small town versus a large one? A small town is more difficult to win over. And what you do in the east settles in the west. The player may have

to be clever in changing and swaying people over when it comes to changing the inhabitants of a small town. And besides, where the coast is bombed and riots can be usual particularly in the large cities, and particularly of those on the coast, the player has more peace, more time to think, and better time to plan. If s/he is in a large city there is the daily assortment of trash to dispose of, though you must walk in it, yourself, any way.

146- Like a large number of things automated toward a desired end the player can execute one action after the other and if it doesn't lead to just where he wants it to go, then to try again. When the formula is right it's taste is nice

147- The pyramids are bombed by Israel and in their place are consecrated *The Christian Temple*. Where once the Hebrew people enslaved over constructing it and taking this in a stance against Egypt, who are pursuing a war against them, their pyramids are bombed and all that's left was shattered stone. Egypt becomes a democratic nation occupied by Israel and a group of Christians, in interpreting this in the way that it was God's removal of an icon that represented slavery of his people, put upon that place a Christian place of end time worship.

148- As you progress in *The Anti Christ* there are many natural disturbances, from Earthquakes to tsunamis, tornadoes to hurricanes, record high temperatures, blizzards, floods, and droughts. Along with this there are, naturally, *people disturbances*. Crime occurrences climb to a high, and an increasing amount of lawlessness.

149- People are known by their badges, symbols, colors or stripes. There are Biker gangs with their own jackets, crypt and blood gangs with blue and red, there are privates and generals, each with their own amount of stripes and then there are people whose positions are hidden. As well there are regular police, state police, and worst of all military police.

And the way you deal with people is thereby known. If someone shows you their badge then they must be taken seriously. Especially if you are underneath the police in social status. Biker games can assist you much like the way they assisted in security at woodstock. They can be a

powerful Ally. Just watch out for US Marines! As they are *always faithful* to their own and more importantly their nation.

Crypts and bloods can increase on the streets, as well as other gangs. By observation and infiltration they can be off good use *money wise and power wise*.

There are some who aren't so apparent, like those involved with more organized crime or intelligence officers. But the way they deal with you makes it more apparent. As for commanding the military, a high ranking is required, or the highest of stature imparted upon you gradually through the game.

To identify people their symbols, colors, badges, stripes, etc., is shown beside them *a bit larger*. So you can hide from the police in your doings, or steer away from gangs when walking down a street. If you get a badge, which is to say become a police officer, you may walk around more freely and do things more liberally, as in *The AntiChrist* the police are very corrupt ones.

In the military your command increases. You can command some shady orders which will either benefit you or if careless, damn you. Condemn you. Give yourself an honorable discharge, and perhaps on top of that a charge of a felony, and after that the game is going to get difficult for you.

150- The dialog appears that goes like this:

Those of God face toil and mediocrity in their life. Nothing truly good comes their way. During times of war they fight for us. Meanwhile we own factories safe inside a good home while they produce things for us inside them. We are the minority, those strictly of our own, as opposed to God's people, who are actors, famous people, singers, and well published authors. The world is for us, not them. And you will grab onto the same, the world itself, and take it.

151- Laws are increasingly limited as more and more people are committing them. There is this dialog under a team of the president:

The people of this nation are doing whatever the hell they want. Crime that was once rare has become common. They are flooding the jails and prisons. I hate to say this but we are going to have to limit the "minor" crimes and punishment more strictly the very serious ones, such as terrorism. We are going to do our best to let the people keep the power over the State and go the route they wish to. But if things do not settle and things become worse than we are going to Grant you total command over the nation, Mr. President.

Chaos of the people is seen in *The Anti Christ* and there is no improving conditions for them. But it is not The President who gets the power, it is *The Anti Christ*.

- 152- Unknown to most people, only known by those in control of confidential secret information is the presence of a new *antimatter* bomb. America, or the primary nation of the game, had secretly created an antimatter bomb. The nation is attacked as badly as ever, and things against them are getting worse. Then when a major power hit them with a nuke, they were bombed with an antimatter bomb, and what was a considerably large place was decimated, turned to dust, consumed with a fire hotter than the sun.
- 153- To go to hell the player can kick a grave in the graveyard. A spirit/ ghost comes up and drags him down.
- 154- There is a special staff with a crystal on top that if hit by a lightning bolt it draws in its power and unleashes it on others, later, as needed.
- 155- Sometimes The Devil helps you out haphazardly and that help goes a long way, as does some faith. The character may be approached by Satan or a fallen angel and given money or maybe a special item, or a special errand.
- 156- And the Devil brings about a better outcome for you from time to time, influencing your freedom from successful prosecution, or a political officer relinquishing any power over you, making you exempt, as too with judges and the police. And changing the minds of those against you or evoking fear in them.

157- If Lucifer is happy the world is happy, too. And God gave his Son Earth and Heaven but gave it to Satan first, then becoming an "indian giver" he'd have it taken back and kept. First God threw him out of Heaven. Then God sent him to Earth, but like a cop that wakes up the homeless at night to make him move, so did God act against Satan. So naturally Satan wants a Son. And as God's Son would not take the Earth from him, he'd give it to his Son. The life of the Anti Christ in looking back, was of one who worshipped the Devil and was at heart iniquitous, you'd say even evil.

And that history of his and this is outlined in the game reflecting on a person that couldn't be more perfectly suited to be the Anti Christ.

158- A dialog of God talking to Jesus is heard:

Man is teaching his day off no longer being under the curse I placed on him. Through his knowledge he has removed it. But now the final price must be paid as I take away from him all that he has gained on Earth. I will have him confounded by science much as I did his tongue on the tower of Babel. Man will not trump me or become greater than me.

159- In a gruesome manner in *The AntiChrist* the AntiChrist after gaining power takes all of his major enemies in the game and crucifies them through the middle of the nation, from North to South. He makes a very compelling reason why he should be unquestionably obeyed.

160- Satan says:

I created all of the religions for this day. For Islam, that they yell out a false name of God while slaughtering many. They don't know it is Jesus they are looking for but can't be found. I named God Allah through them.

For the Buddhist to look for a heaven and enter into it, that isn't even there.

For the Catholic priests which by nature of what they are, makes them perverted. And for the Pope to be a replacement of Jesus. Even the name Jesus I gave Jesus. It means "pig man."

All of the religions I created and put together. That no one way is ever known in becoming simply devoted to God and his son. But in making Christianists out of people instead of Christians, I have caused great wars and strife to come about from those that would worship the Messiah.

- 161- When the time comes that you are in power you may design three things: uniforms, "public office buildings of the AntiChrist," and a symbol. With a drawn symbol it is placed on uniforms, flags and such representing your new rule. For architecture of buildings where your power is implemented and executed, you create on screen how you want them to look. And perhaps many different uniforms from soldiers to the police.
- 162- If you thought things were bad during a police state you haven't seen anything yet! The military police will liberally conk people in the head who don't conform to rules and law.
- 163- You can build up your military while you have the ability to control its budget. You can set up a fake terrorist attack to convince the public of the dire need for it, in the game/ movie, and the better you build up your military the better off you are when the time of the great war comes.
- 164- Keep your head low when you must! Because there is just some power you can't have in the game. Keep people peaceful toward you and if you have to, turn the other cheek. Depending on your ability to do so will have things come and go about more smoothly. Sometimes, just don't get involved, "live to fight another day."
- 165- Some people will take an inch but use a mile. They are people that mistake your kindness as weakness. There are always those who pursue power over you and you have to look over your shoulders because there is a monkey on your back or people riding your coattails. Some that do things abnormally seem suspicious and the player will have to know who s/ he's involved with while they put together the best elements they can in gaining and keeping power.
- 166- You will see a flag where you've succeeded in winning over the hearts of the people. The areas that are on your side will have a flag visible on them. This is to indicate where the player is succeeding. It also indicates where the player is failing and by whom or what, according to other flags.
- 167- And there are flags from area to area indicating the presence of many other things. Such as *anarchy or a stronghold of a gang, a biker or ghetto gang, or breadth and concentration of your power and other's*. So while wandering through any area you have an idea of what should or must be done to acquire control over any given area.

There are neutral zones, many zones that can be left as they are, but on the whole the more territory you claim the more it kind of multiplies, not just adds. And multiplication or addition qualities, subtraction and division is a social math in the game. Meaning that the player is made to know which of these will occur as he operates in the game. If he wants to conquer and decide, double or triple the size of troops, or cut away from anything, s/he is given the knowledge if her or his actions will add, multiply, devise or subtract things, and how.

168- Institutions are set up to gain control over any given area. These can multiply easily if they are given the right funding or get money in more devious ways. You can offer a criminal (political or otherwise) individual group a piece of the pie, a piece s/he shouldn't have, in getting funding for its presence and expansion. These cause and automate your gradual climb to power.

Part Three: My Satanic Game or Movie.

169. Game has scenarios based on time periods. You can act to become the AntiChrist in any era.

170. You can choose what type of profession you want to start as: politician, priest, etc.

171. True signs of Satanic powers appear. A secular world became a religious one. Witches were found and executed but you and your coven survived.

172. In most games you start as a fabled hero. This game is just the opposite.

172. Strange things enter into the world. Satanic symbols and things. The closer it is to you the more pronounced.

173. The False Prophet takes you to The Devil himself.

174. Some games have you defeat your dark side and become a hero. This game does the opposite.
175. There is a secret revealed with just a gesture of a person's hand.
176. There are areas of Satanic sanctuary. In those areas no harm can be done to you.
177. Your friends in the game are typical demons.
178. There is a hidden Satanic city that appears at some point.
179. The False Prophet does all the work for you. He becomes a dictator to put you into power.
180. You have been cornered into an area in the world after causing a great division. Now one side fights for you and another against you.
181. There are diversions in the game that take focus away from you. All are focused on disaster news instead.
182. There is a danger meter that indicates you should soften your approach.
183. You can create "prayer sheets" by putting things like ribbon, paper money, and stamped symbols onto paper.
184. You are not immediately aware of this but you marry the Devil in female form.
185. The game can be a strategy game pitting Christian religion against Satanic religion.
186. The objective of 40 demons being raised.
187. Seeking out the Dark Crystals.
188. Pulling up the Sword of Satan.
189. Making yourself qualify to be The Devil's Son.
190. At some point Satan grants supernatural power to those who would serve you.
191. The secrets of The Church being uncovered.
192. You were born long long ago and were executed by The Church but have been reborn. Meanwhile, strange and long lost memories are returning.
193. The game shows you where to hide with a brief vision of where to go.
194. It's a 2 player game. One is the hero, the other the AntiChrist.
195. If you are needing money then a demon suggests a horse to bet on.
196. You have summoned the Devil and the one that can is his son.
197. If you die near a hole of hell it isn't game over for you. An evil spirit will come out and resurrect you.
198. Your objective is to make it into the lowest level of hell. Not until you do are you qualified to be The AntiChrist.
199. Your father was a very blasphemous king whom God destroyed. You were about to be yourself until the Devil stepped in and adopted you.
200. Aliens come to the Earth but what humans don't know is that they aren't aliens but demons.
201. Sometimes treasure chests suddenly appear in the game as Gifts From Hell.
202. The power up in the game makes you into a demon.
203. You can become greater and greater evil spirits. From there a demon and more greatly demonic from there.

204. The Devil meets with the king of a land to make him relinquish his power to you.
205. Pictures in the game are good for detective work such as a license plate number.
206. Whatever picture you take of a demon can be summoned.
207. The universal number for so many things is "666." May require your fingerprint too but the code opens just about anything.
208. The Devil manipulates surveillance video.
209. Sometimes your enemies just go flying around out of control.
210. Demons possess people in order to help you.
211. Pacts are formed to sell their soul to Satan.
212. There are many hints as to where to go and who to talk to. Some are Satanic symbols on a door, another may be a person out of place, like walking childishly.
213. The seven chapters of the game could be: The AntiChrist is discovered, The AntiChrist is taught, The AntiChrist is guided, The AntiChrist is gaining power, The AntiChrist has power, The war between good and evil, The AntiChrist and his victory.
214. The game teaches The AntiChrist manipulative psychology. The more lessons he learns the more persuasive he is. Likewise it teaches leadership and the more he learns of that the more control he has in the game.
215. Demons in the game are always causing strife among people.
216. The objective of the game could just be to survive- survive by evading punishment or things like that for a certain number of days.
217. During the game there is a "council of union" of which a one world religion is made.
218. A game over in the early part of the game would say "he can't possibly be the AntiChrist." For more a mid part of the game "This could be the AntiChrist." For a later part of the game "We are hoping it is him." Then later in the game's story it would say "We must fight harder for the AntiChrist." When the game over text changes so does the amount of help you get from diabolical forces.
219. There are occult things in the game. For example Tarot cards, things to scry with, and black candles. When possible the player can apply them to their real life (such as a Tarot reading.)
220. You hire the people you want to create your symbols, your architecture, and other things.
221. The game teaches demonology and the occult.
222. Glasses change the look of the whole game. They take the player back in time at least as far as appearance goes. They could show the true spirit of anyone or what's in their heart.
223. Visions can be either vivid or blurry.
224. The Devil gives an ultimatum to the people- either worship him or God. Those that worship God are shipped out. Suddenly then even pop music bears his symbology. The world begins to truly revel and enjoy life for the first time.
225. When Satan returns some nations choose him over God, though most choose God, but tides quickly turn.

226. Terrorists acts begin to occur to Satan's People- much to their discredit. After that Satan only has the excuse to invade them.
227. There you are as a general that commands Satan's People against the anti-secular.
228. A time comes in the game when you are presented as The Devil's Son.
229. A demon poses as a human that controls forces against the Devil's People. They make the Christian nations appear ungodly and warrant actions against them.
230. The player suddenly appears on a dirt road not knowing how they got there. After walking a while the Devil appears before them. Before that the player had committed suicide.
231. The game sometimes goes over people and their feelings in the game about current world matters.
232. Just when you think you have lost the Devil comes and destroys your enemies. He expects you to try however, and you are not without punishment for failing.
233. After a great speech the town is suddenly united to your cause.
234. There is symbol language in the game. When you are passing by you notice a symbol and it indicates a certain thing, like to meet a certain someone.
235. The game may open with a magic ceremony in which they are trying to bring about the AntiChrist- the Devil's son, the main player. The player wakes up after dreaming about that ceremony.
236. In one part of the game you are in a car being chased.
237. You are running from place to place and hiding from place to place. The Devil has you highly guarded.
238. You must survive a few assassination attempts.
239. There are tests of intelligence like winning a chess game.
240. In the story you are just a homeless person that is visited by the Devil one night.
241. You are injected with a concoction of chemicals that connect you to Satanic forces.
242. You can turn invisible and fly through places with special tech.
243. You are the only magician on earth capable of raising demons- maybe the only one that God will allow to do so.
244. You were just a person with a metal detector but what a ring you found one day.
245. One night you prayed to be The Devil's Son or made a wish in a desert oasis with a highly valuable coin.
246. You were a very wealthy person who owned a corporation coming under fire when one day the Devil visited you.
247. You killed someone and were sent to a psychiatric hospital. They all thought you were crazy except for one doctor who revealed to you that you are who you think you are.
248. Once you have the staff of hell none may harm you. First you must own that staff. It is something like the sword in the stone.

249. Early in the game things in the world are getting worse and worse. You aren't really doing more than witnessing and trying to survive.

250. The Devil's Mountain appears out of nowhere one day. People are astonished by it. Those who tried to climb it were never seen from again. When you try to climb it though you are met with Lucifer at the top.

251. There is a Satanic Theater where you can watch Satanic music videos.

252. It is a game suitable for the Satanic community. The AI controls the good guys. The actual players are all Satanists.

253. Here are more ideas involving that: a place of sharing Satanic art, writings, etc., teaching magic, having the occult in the game, and containing different factions of Satanism.

254. Very bizarre looking musical instruments in the game can be played- not of typical design but of a design very lending to TV screen instead.

255. The Devil's Lion protects you in the game.

256. They try to send warships after your regime but are destroyed by Leviathan. They try to send troops against you but are sunken by Titan's earthquake.

257. Your military gear is more Satanic such as fighter jets that look like dragons and evil fairy drones.

258. The military has set aside for you areas that no other may enter but you. In those places you communicate with Satan or collect useful resources.

259. The energy meter is a wave instead of a straight motionless one. It can either be slow moving or fast moving. A power up makes it move faster. When the wave is high you can attack stronger. When it is low you have stronger defence. When it is fast you are both.

260. The title screen tells of Lucifer and his fall, his time on Earth, unto Christ and his plan to create his own son, then you are born, you awake in your bed and the game starts.

261. There is a lot of tech in the game just like in real life but if you have the Devil's glove you can bring into it special powers such as hearing the voices of hell when added to a radio.

262. The Devil's Glove.. turns people into idols, brings statues to life, makes all keys universal, raises the value of coins, turns any drink into a potion, and gives magical power to flutes.

263. Priests can be a danger unto you with holy water and rites acting against you.

264. Angels are your prey in the game.

265. The game forms a unique movie according to how you play. At the end of the game you are rewarded with that movie. Added scenes are added to it, too.

266. The effects of it being an AntiChrist game is subtle but noticeable enough, or maybe just roughly based on the idea.

267. An alien race came onto earth and took over it. You however are in a higher position than most humans and are secretly forming a plan to overtake the aliens.

268. At some point an assassin shoots you right in the head and you are rushed to the hospital. They perform brain surgery on you that makes you into a monster. You have a twisted personality after that. You were once so peace loving but are no more. The government doubles down on your protection and it all adds up to bringing you into total power.

269. Lucifer's palace suddenly appears on earth. Many are astonished by it and not a thing is heard from it and no one on earth has been able to enter into it. It looks very triangular, like spikes, and white.

270. The player is in a coven of Satanists. The game starts with you and them putting Satanic graffiti on the walls of a Church. You go to a graveyard that night to perform a spell. Doing so raises a spirit from the grave that drags you down into hell.

271. Lucifer made his way back into Heaven and this time God sent him back to earth in human form as a new born baby.

272. Strange things are occurring at the Temple of God in Israel. The Temple crumbled and a new one took its place.

273. In a war between good and evil the Devil rides a silver horse, the archers are more magicians and their spells, and enormous hellish beasts are summoned forth.

274. You go through the dark forest of old to find the most rotten apple there and it turns out to be the forbidden fruit.

275. Scientists create a fruit that turns out to be just like the forbidden fruit, only worse.

276. Scientists bring back the dinosaurs but they turn out to have been demons all along.

277. A powerful virus appears that makes humans evil. The Devil or an evil alien race made that virus.

278. Human brains come into life and burst out of human brains. Demons take hearts out of humans and put them into their body in order to become human.

279. You are trying to enter Satan's Palace in the game while angelic beings are trying to stop you.

280. Images quickly flash on the screen and if you press a button at just the right time you are informed about something.

281. You are able to see a letter above people in the game which indicates what kind of person it is.

282. There are times when you must deal with evidence.

283. You have an honor meter. The more you help others the higher it goes.

284. You hear voices that advise you and nobody else can hear them.

285. You can request money if you need it. Demons help you win a horse race or win at gambling in other ways.

286. The set up of the game can be all but typical. Game over's aren't caused by being slain/ hit by an enemy. You don't just come upon money or win it in a battle. Treasure isn't found so much as stolen.

297. The evil alien race arrives on Earth a few years earlier than the good alien race.

298. A team of aliens come to earth to resurrect Satan who was slain there by the angel Michael.

299. There is false but very convincing evidence that you are an ancestor of Joseph and Mary and you gain a great deal of religious power from it. You have powers given to you by the Devil that the world believes come from God.

300. Strange things happen on earth. The pyramids turn into trapezoids, there is an all seeing eye above it, the great wall turned into a high castle wall, the Devil's kingdom starts to form within its wall, there is a magic cave behind Niagara falls.

301. Archeologists find a hole in New Mexico or maybe Australia that they hear voices coming from. Scientists don't at all believe it is hell but it is. They think it is some sort of interdimensional phenomenon. The demons within it instruct scientists how to release them, which they do.

302. The game starts with you in a psychiatric hospital where doctors are trying to convince you that the things you believe are untrue. You believe things about aliens coming to earth from a black hole, and turning on a TV you see you were true all along.

303. A black hole is opened up by scientists and demons come forth.

304. It is your objective to wake the seven demons. After you do they combine their powers to raise Satan.

305. You can control any animal. All animals are your Familiar. Demons possess them. A bird can send a secret message. A dog can defend you. Bugs can spy for you.

306. Demons appearing in your form can be your alibi.

307. Passing by a statue its head turns to you and says something.

308. You have small trolls as your friends.

309. Whenever you enter your room alone a statue of a lion comes alive.

310. While in prison you call upon Satanic powers to release you.

311. You are set for execution but the Devil body swaps you with someone else.

312. There is a Satanic pilgrimage from a strange cult. The news calls them weirdos but you decide to join them. At the end of their road and into a cave they actually do find Satan there.

313. Lucifer returns to Earth and changes the catholic church entirely. He sets his throne upon Rome and calls you there.

314. The radio begins talking to the player- the sound of a demon, speaking to a teengaer who just got in trouble for the Satanic images on his bedroom wall.

315. The Devil's circus comes to town. It's a total mockery of humankind. It's the way The Devil came to Earth to introduce himself.

316. Everyone who dies by The Devil's Sword comes back to life to serve him.

317. Old rulers come back to life to fight on the side of Satan.

318. You are sent to great tombs of old kings and queens to resurrect them.

319. The down button calls upon hell or may send you down into hell.

320. Satanic graffiti always has a special power. By going to any spray painted inverted pentagram for example and saying a magic word makes something special happen.

321. A graveyard that has satanic graffiti on it will raise an evil spirit when magic words are spoken to it.
322. You can talk far more than just to humans. Everything has its own spirit inside.
323. You can befriend some of those spirits so that you can more easily find and talk to them. You can ask for them when talking to any given thing.
324. Those spirits sometimes ask favors of you and if you do as they ask a special thing happens.
325. Everytime you go into a Church crazy supernatural things happen.
326. Despite how much power you have if you harm a true Christian then God's vengeance will subdue you. Or you can't do any harm to them to begin with.
327. You race down the road of hell while things become more and more strange the farther you go. The trees beside the road have faces and in the midst there is a great fire. A whole different game can be made of this called "Race into Hell."
328. Stars in the game represent demonic forces opening up in the nighttime sky. When you've collected them all the moon turns red and hell is opened up on earth.
329. In the game you have power behind you that others are threatened by. You commence with a speech declaring yourself as King. The people revolt and you show your Satanic power by destroying a large land mass. People then suddenly conform to your rule.
330. The Devil sends you on a quest to get the five items of power: the trident in the sea, the ring beside the volcano, the helm within Arthur's grave, the robe of the first Pope, and the gold from The Arch of the Covenant taken to form a golden sword.
331. Some of the ways that the real occult can be put into the game is things based on herbology (magic use of herbs), numerology, crystal balls and their strange visions, getting sorcerers to cast spells on a ring or pendant you have, or astrology within the stars.
332. There is a pinball game within the video game that resembles Dragon's Revenge for the Sega Genesis.
333. The game teaches you Satanic things such as how to write metal music or occult things like what Tarot cards mean.
334. On the walls of Satan's Palace are very well done Satanic paintings. Some of them are new, others taken from medieval times.
335. Instead of an invisibility power up of a star, one of a pentagram.
336. You summon real demons instead of mythological figures.
337. The character you play as is a red devil with a pitchfork and a spiked tail.
338. You break into a sacred church that contains the cup Jesus drank from, with the blood of the priest guarding it you drink from it.
339. After slaying an angel that guarded Earth the world becomes a dark world.
340. The more evil you do on the Earth the darker a crystal becomes. With so much of it done the crystal becomes black, and soon after shatters.
341. You have more power at night time. You have the most power at midnight.

342. You are after the six sides of a cube which will be used to open the realm of hell.
343. The more you slay in a level the more metal the music becomes.
344. Your weapon is a metal guitar. Something like a Satanic use of an ocarina.
345. You are looking for the fabled village of witches.
346. Black mages in the game wear Satanic robes.
347. You are looking for the whip used to assail Jesus. It has particularly high power.
348. Alcohol in the game raises your spirit, restores health, just don't get into a fight when you consume it. It is best to be drunk in a village.
349. You are acting to gain souls for Satan.
350. You send paladins into hell to turn them into servants of Satan.
351. The warrior is more viking or pre-christian Roman like rather than those of christian chivalry.
352. The more powerful meat comes from pigs and creepy things. You bake Satanic cakes for health or powerup properties.
353. Instead of being mostly above ground in the game you are mostly underground. You don't tackle dungeons but upper level temples/ cathedrals.
354. The characters in the game look more villainous than regular.
355. You are a part of a sect of sorcerers that guard the Satanic presence on earth. You are its general assigned the task of waging war against angels.
356. The homes are of witches, houses of evil spirits, villages of more gothic people, kings are in black robes.
357. Blood as a potion after a sacrifice.
358. Rivers run of blood.
359. A kind of Satanic pirate rules over the seas.
360. In the swamp you are looking for the King Frog. When you find him you see that he was crucified- this large frog, and the other frogs tell you they had executed him.
361. In the lost woods you are looking for the tree with the forbidden fruit.
362. Everything you buy is in denominations of 6. You know what the most valuable thing in any store is when it is priced 666.
363. If you have a pet lion then you can camp out at night anywhere, restoring your energy. Otherwise the trolls may steal your things while you are sleeping.
364. There is a totally gay village. A sodom and gomorrah type place.
365. You enter into heaven seeing that old catholic like statues have been taken down and a sign that says "this is hell."
366. By following the instructions of a sect you are able to meet with Satan.
367. There is a kind of Satanic Buddha in a certain area you can get advice from but sometimes he just has funny jokes about God.
368. If you drown an animal in a pond then the pond becomes full of magic water.
369. If you drown a fairy in a pond the whole pond becomes full of phoenix down (life returning potion.)
370. Attacks in the game are quite brutal for an RPG. Like smashing heads and skulls in.

371. Grave robbing is an option if you are low on money.
372. Slot machines in the game give you the best prize with "666."
373. The temples in the church are Satanic. They have stained glass windows of Lucifer, all sorts of idols, and a blood communion cup to save your game with.
374. For every demon there are idols. For every demon there are sects, groups, and temples.
375. If you tithe to any one of the demonic idols they may bless you in unexpected ways.
376. On certain days an idol will come to life just by touching it.
377. On halloween everything is very halloween.
378. If you feed the great spider five humans then it will provide you with a very powerful venom.
379. Venom can be taken from snakes, spiders, scorpions and things to put on arrows and darts.
380. You are a serial killer in the game just trying to get away.
381. Just before dawn venus shines very brightly and stars form around it that resemble an inverted cross.
382. The king wants you to bring him the head of his foe.
383. There is a name-giving sorcerer in the game. Depending on what you've done you are given a more or less powerful name. There are people in the game looking for a person with a name of (). After you obtain that name you can return to them and they'll have something special for you.
384. There is a desert where you can meet Satan anytime- if he wants to see you.
385. There are very vicious weapons like bombs blowing up people from the inside, noxious mace spray, and bodily dismemberment.
386. You must pay homage to the lightning god in order to travel across his land. If you don't then you'll get struck down with lightning.
387. In a fighting game... the attacks are more brutal like in Mortal Kombat. Your last opponent is the angel Gabriel. You are seeking to break open the doors to hell. The soundtrack may resemble Legend's music (by Tangerine Dream.) Metal music is there. You may have a choice of demons to play as from Lilith to Samael. After around 8 fights you turn into Satan. As Satan you fight the angel Michael. After beating him you fight the last boss, Gabriel. You are fighting against an order of angels. After you beat each they are dragged down into hell. They are made into demons there and you have an option of playing any one of them after you beat them. Before every fight you can choose who to fight as. When you beat them you see them dragged into hell by evil spirits in cloaks.
388. In the game you are executed for being a witch/warlock (and falsely so.) You then enter into heaven and God gives you the "hammer of truth," and sends you back to earth to overthrow the false church.
389. The plot revolves around Jesus being Lucifer. Lucifer made himself worshipped that way and made one God two.

390. You kidnap the holiest person on all earth because only he can open the doors to the temple of God.

391. You had an evil fairy as a pet that was lost as a child. You hear rumors of her being somewhere and set out to find her. When you do she is all grown up and is ruling over fairyland. You warn her that the king is trying to exterminate all fairies. So they and their forces are gathered together against them.

392. There comes a time in the game when you can play chess against God and if you do the game is won more quickly than it would have otherwise. Or playing chess against God or some type of other game could be the last “fight” in the game.

393. Magic is illegal in the world in which you play but you are trying to change that or flee to another fabled world of magicians.

394. There is an area of very many crucifixions.

395. “But God’s plan failed and the world became Satanic.” After you win the game you see just how wonderfully the world has changed.

396. The world still has remnants of Christianity. These are sought out by The Satanic Church to be destroyed. By finding them and turning them over to the Church you are more or less rewarded.

397. If you sacrifice yourself right before you lose a battle then you can escape. You will be sent back as if the battle never started.

398. There is a sacrificial knife that appears worse than junk. In fact, using it on an enemy only increases their health. But you find if you use it on yourself then *your* health will increase.

399. Titan not only causes an earthquake but raises up evil spirits from the hole.

400. The greatest summon in the game is Satan. He appears at first as a falling bat-like angel, then turns into a dragon, then a very mighty more bird-like angel. He has quite an awesome attack.

401. There is a character where things work oppositely. The weakest weapons for them are the most powerful. When she attacks your other characters, they heal. When she casts heal on the enemy they are harmed instead.

402. If you reach level 99 you become a god.

403. There is an immortal king in the land that has lived so long that he despises life and craves death. There is only one thing that can kill him- the Devil’s knife. He sends you after it in order to have his life ended. After you plunge it into him he dies. The knife gets stuck in him. So then you seek The Devil’s Glove to lift it out of him in order to keep a very potent weapon.

404. When you put a skull in a hanging cloak the dead will speak to you.

405. You slay an angel just to get his magic harp.

406. There are metal magazines in the game honoring old Satanic music.

407. You go into a hotel with a person then the message “censored due to Christians” appears.

408. On a street corner in the game there is a Christian preacher babbling about Christianity.

409. All wells lead to hell.

410. It is your objective to take your loved one out of a crazy Christian cult.

411. You have a religiously crazy father in the game and you are beginning to question what the Bible teaches you. Your father kicks you out of the house. You find a Satanic group that helps you out and are converted over to Satanism. Your father was a religiously powerful person in the game. The world is under a church state. After some time you are pitted against your father and refuse to do him any harm. You have to however when he tries to plunge a dagger into your heart.

412. When a black mage dies his cloak falls to the ground as though he vanished.

413. A wizard made the world into a candy land kind of place and you are trying to undo what he did.

414. You are forced to go to Church. The King orders it so. One boring day in Church the piano player is playing away and suddenly disappears. An organ player takes his place-the Devil himself, and everyone in the church combusts into dust, except for you. The Devil recruits you for his purpose. He tells you if you succeed then you will become a ruler over hell.

415. You are invested with supernatural power and given the bowl of God's wrath.

416. You play as the five princes of hell (such as Lilith, Shiva, etc.) In a character exchange sort of way.

417. You robbed a bank and murdered someone in the process. While running away from the police in a motorcycle you crashed. You died. And were sent to hell. The Devil decides to resurrect you if you serve a purpose he has for you.

418. Some people broke into the temple of God and set its curtain on fire. As a result hell came pouring forth.

419. Accomplishments in the game include your 666th win, your 666th sacrifice, with more of those and after 6 of those you get a new "special level enhancement." Maybe it is that you can turn into a demonic form after that.

420. There is a fabled Church of God somewhere in the world. The world had overthrown Christianity to such an extent that they are no more than legends anymore. But something in the world is preventing Satanic powers from reaching their potential.

421. As a child of hell you find such a strange thing in such a strange place. A rope going up "there." So you climb it and find this strange place (earth.)

422. You are a spy from hell. In your basement is a hole to hell. There was once a sorcerer living there. The third time he raised you was his last. Now it is your home and may freely go up and down from it.

423. The time came when you had to hand over your soul. 25 years ago you made a pact with the Devil. It was that time you were afraid of but when the Devil appeared he gave you the opportunity to keep your soul if you do what he says.

424. Every Halloween in the game you go up one level automatically.

425. If you don't hide on Easter then you will lose one of your levels.
426. If you are among the Devil's Sons (something you earn) then you are given great gifts on your birthday.
427. Your objective is to fill the five sides of baphomet's head.
428. The anniversary of Lucifer's Fall From Heaven is a holiday in the game. It is a time of great and utter blasphemies.
429. The game itself is in a world of hell. That world is in a black hole. What the player doesn't know is that later in the game they will all escape that black hole (thanks to help from some scientists) and the game will continue on Earth from there.
430. You are investigating the Jinn, a new and mysterious presence on Earth. All you have to do is witness them and report back to your team of scientists. After learning so much about them you are able to break them free of the bonds that restricted them from fully inhabiting Earth.
431. The world is ravaged with climitory problems and it causes the spirits within things to emerge, where they had rested for ages. Some were goblin spirits, others fairies, some trolls, others elves. And the world returned to its far further back fantasy state.
432. You are to free a lot of demons who have been imprisoned inside Holy temples.
433. Whatever unholy temple you restore you may lord over.
434. A castle wall made entirely of skulls.
435. There are Satanic cards you can collect. There are typical demons on them, some of them are about Satanic history, some teach spells, some tell you where you can find things like trolls or fairies, some are rare and valuable, and are very helpful overall. The more valuable cards give you magic spells that you can only use if you have the card. So they are worthy to trade for something good.
436. You are a part of a hell born race and a highly religious dictator has been segregating your kind and waged a war against your race. He has your homes bear the sign of an inverted pentagram and has been singling you out for slaughter.
437. There is a race of aliens that have found your area of the galaxy. Mars is so much more suitable to them because of their biology. They need the Earth's resources however and become more and more greedy in taking them which results in a war.
438. Save points are pentagrams.
439. If you get four letters (S A T A N) you get a bonus stage.
440. Having a centaur in the game only the body part is red, the head of it has horns, and the tail of it is more like a devil's tail.
441. Sucking in your enemies soul and taking their power
442. Characters take on an animal appearance in different ways: snake eyes, claw hands, little bull horns, sharp teeth, goat hooves, etc.
443. You are a recruit in The Devil's Elite. You are there being trained like it is Balamb Garden.
444. On a full moon snakes become dragons. Goats become demons.
445. A wizard kicked you out of his sect and now you are trying to get revenge.

446. A wizard took control over your family and now you are trying to destroy him.
447. The Goat of Black Mountain has taken your bride and you must save her.
448. There are Slayer swords (like from the album "Show No Mercy") Luger gun, Ninja sword, and weapons that were traditionally used by the bad guys.
449. Wherever you plant demon seeds demons will emerge.
450. When you have a special coin you can toss it into a well and spirits will come out and all around to clear the level or area for you.
451. You are in search of the lost pieces to The Devil's Bible.
452. By attending a Satanic Mass you will have your name written down in a magic list for something.
453. You purchase your attendance to a Satanic Mass and if you attend one something special will happen.
454. You find a Holy Bible in the game. Turns out that all of the pages have been ripped out except those about The Devil.
455. If you throw a Holy Bible in a fire then something special will happen.
456. Having things of Satanic tastes in the game. A black cat clock, houses are painted black, sometimes the lights in a place put off a red light, there are Satanic paintings on the wall, lots of Satanic graffiti, to show the world as it would be if occupied solely by Satanists.
457. There are temples for every demon. Each door has their particular sign. Each temple does a certain thing for you, like Leviathan provides useful knowledge and Azrael is a place to increase your power.
458. Purple dye can enhance your clothing. White robes must be dyed black to have any power.
459. Small pools of black water have a high value.
460. The shield has an inverted cross; the headpiece has 666 on it.
461. Magic has for the first time truly entered into the world. People suddenly have this great power to use. The Church objects to this and in fact gains power against it. Then there is a war between the Church and The Magician.
462. There is a blasphemous-speaking harp player that tells everyone why she is an atheist. She goes from town to town and you can watch her concert when you want.
453. In ancient times a world conquered a great many angelic beings. They have left behind their weapons and possessions. They are useless to you however until you have them blessed by a Satanic Priest.
454. On Halloween at midnight a take-all store opens up. For a brief period you may go inside one and take whatever you want.
455. If you reach Satanic royalty, become "part of the elite," or something, then you may take things from people and order them around.
456. As far as money goes the more you do in a game, like more fully, the more the game gives things to you.

457. The game shows you a picture of something cool that you can buy in real life. For example ceramic cats or D&D figures. It might be green marbles, it might be a remote control fan. Maybe the gamer is shown a walking liberty coin. And maybe the gamer will like it enough to buy it in real life. Teaching materialism is a part of the game.

458. It shows the good things in life. It suggests them. It teaches what good things can be gotten on earth- Baklava, cherry cider, rose crystal, moon chairs, whatever. There are many NPCs in the game that you can ask "what do you like?" And they will reveal a few cool things.

459. A sect of enormous power caused a river to flow from one world to another. People can travel back and forth between the two worlds by riding the river. Either that or the river was also permanently frozen.

460. There were once monks that had sealed up a hole to hell. They lived there performing a ceremony every single day to keep it closed. Over time however they were regarded as religious lunatics and forced out.

461. There is a lottery ticket you can buy at any store. If you buy one and return to the store you'll be told if you won or not. If you do then you get one thing of your choice for free. (Not all of it because if it was that way then players would just buy a ticket over and over again resetting the game.)

462. There is a Las Vegas style city in the game- lots of slots and gambling of all kinds. They are designed to be more Satanic however. There are some pretty brutal martial art tournaments to bet on.

463. The game is set in hell. There dwells Nero and other evil people. They are trying to resurface on Earth.

464. Things don't turn out the way God wanted. Michael is defeated by Satan. Satan comes to rule over Heaven. Satan has made this whole other earth, a whole other game world. The title screen could show that war in heaven and the text that follows "Earth according to Satan," and then the game starts.

465. If you take a picture of a demon and take it to a temple of that demon then you will be greatly rewarded.

466. In an online aspect you can create drawings (like paintings) for Satan's Art Museums. The paintings have evil ratings to them. The higher the evil rating the better museum the painting will be in.

467. The higher level the wizard has the longer his beard becomes. He can trade the hair of that beard for a great thing but will be brought down to the earliest level if he does. Or maybe you could sell it to become among the more royal characters in the game.

468. You are following after a black rainbow in the game.

469. The game teaches you Satanic philosophy through Mages in the game.

470. Online gameplay allows for Satanic ceremonies to be performed. When four or so get together to cast a spell something special will occur. You can have a sect. The more members the more it has power. There are baptisms, things for certain spells, and things like that.

471. If you go against the Devil's orders then some of your things will be taken from you. What the Devil gives you comes at a cost. You don't have to take them but if you do you are held responsible in certain ways.

472. Flags are not cloth based but very large holograms over a kingdom.

473. Demons are in control over the kingdoms in the game.

474. In an online game the players choose which demon to serve. They owe tithes to that demon. They must do as that demon instructs them, perhaps. They may work to build the best temple possible for him or her.

475. A turning pentagram either raises attack power or defensive power by chance. Upward is for attack, downward for defense. That can be used for things other than attack or defence boosts.

476. Instead of a church bell there are organ pipes coming from the top of the church. A gong precedes the sermon. If you are far away from a church you will hear "twinkle twinkle little star" when you do you can automatically transport there.

477. Sometimes in a random battle a demon will come up from the earth and tell you "please don't hurt my creatures." If you continue, you will have to battle him. He's much harder to defeat too. If you do then you will no longer be warned. He'll be gone.

478. Many things you face in a random battle shapeshift into a demon, their true form.

479. Riding a horse can be a faster way to travel and is fine unless you are going through certain areas where evil spirits chase after you.

480. The demon you choose to serve treats you like a pet. They give you money, weapons, sanctuary, and other special things.

481. You don't go into dungeons to defeat a monster boss but an evil White Priest. Not for the triforce but for the triangles of the upright and inverted pentagrams (10 altogether) given to you by the demon you free there.

482. The Satanic Future... the game briefly goes over how a Christian world became a Satanic world. Then you see New York City where you start the game. Instead of the statue of liberty being there there is one of Lucifer holding a sword.

483. The game focuses on light. Everything is at night but things are wonderfully lit up. All kinds of lights are used: LED, fiber optics, lasers, etc.

484. Lucifer is having a new pyramid built. It is finished except for the top. It is your job to find the last piece, a small pyramid top that glows blue with power. Or four pyramids needing tops of different colors.

485. You can breed demons.

486. In an online game the other players may get together and worship you, bowing down with a press of a button. It raises your royalty degree.

487. The Devil's windmill has magic water all around it.

488. Every demon has their own realm. Reaching them is like going down a strange path.

489. At the end of the Devil's road are bricks of gold and crystals.

490. You can become a demon yourself. It isn't easy but it is very rewarding.

491. Your village worships a demon. It was raided and taken over by a Chrisitan State. You warn them that their god will defend them. Then they take down your Great Idol. After that the Great Idol, enormous in size, comes to life and avenges you.

492. "Total Environments" such as ren fairs or DisneyWorld, define the game from one area to another. The cities are all drastically different in theme. Whatever the programmer likes (and hopefully the gamer too.) one area is cyberpunk another is 80s based, stuff like that.

493. The game is largely focused on you becoming royalty- and royalty is both fought and paid for. To get the most valuable ring or at least collect the biggest diamond and gold band one by one will raise your royalty level.

494. You find a witch in her house who asks you to do her a favor. To get her something. Magic hey for a flying broom. She thanks you and flies away. She rewards you with her house. You find her later. She's moved into a new home with others and they teach you a powerful spell.

495. There is a tale about a tower of magicians who worshiped a certain demon. They had their idol at the top. Then one day an enemy sect broke in and placed their demonic idol at the top. You will be able to join the original sect if you can reach the top to return their idol.

496. There is an organ in a special temple that opens a magic door behind it when you play the right tune on it.

497. In the home of a warlock there is a large mirror. The home is vacant. It is just like the place was abandoned. But if you step through the mirror you are taken to a strange land. At the end of it you find the warlock. As a result he can then return to his home as his curse is broken.

498. One of the bosses is a desert worm-snake-dragon. You meet him in the middle of a desert.

499. After a great war between good and evil Satan has won and now wants to raise the souls of all his fallen comrades.

500. God is defeated by the Satanists and in one last act He throws the world into a black hole hellish dimension.

501. The world has greatly advanced scientifically. The world is then invited to exist among gods. The human race eagerly agrees and the Earth is placed in another realm. Not a solar system style configuration of planets but more an area where the worlds line up up and down.

502. Doves can be killed for their feathers. Placing them onto your shoes allows you to walk on air.

503. Seems like science can do all of the miracles that Jesus did. Maybe even better like walking on air over walking on water. The game teaches you that sooner or later science can do anything.

504. In the game you are wanted by heaven- like on a wanted poster for anyone to take up and apprehend you. There is a small part of heaven that has been plotting against

God. They send you to earth to hide and work for them there. The angels catch wind of this and during the whole game you go from hiding to building up Satanic forces in an upcoming plot against God.

505. There is an area in the game of the lost garden of eden. Satan sends you there to vanquish the angel that guards the tree of life. Then afterward you take the fruit of life back to Satan.

506. The same but you are after a seed or the forbidden fruit. The seed produces The Fruit of Knowledge. This serves Satan's purpose.

507. There is an enemy of a doll in the game. If you defeat her she becomes a voodoo doll. She could be the power behind a major boss in the game and whatever attack you do to her happens to that person.

508. As you level up you become more and more devilish looking. You are leveling up to become a devil.

509. The job classes are more Satanic. There are demon, jinn, devil, Satanic magician, etc. job classes.

510. You were cursed to become a human and you are trying to become a devil again.

511. There are people in the world who were crucified upside down. Some in cages, some in nooses.

512. There is a black unicorn. If you find and mount it it will take you to hell.

513. You can make things from the enemies you defeat like Frankenstein. The things you defeat are laying there on the ground. A spell brings them all together and creates a horrible monster out of them.

514. Graphics of a pentagram that swirls around in shape.

515. There are jinns in a glass jar that come alive when you pour a potion into it.

516. There are six layers of hell. You are trying to open up level after level of hell until you reach the top and return to Earth with all its forces behind you. They are trying to stop you from opening up all six layers.

517. If you wake up a demon in his bed then you'll be punished. So you have to go around quietly. You are there to steal his things.

518. Whenever you die you have to pay for your return. If you can't pay then you'll have to start all over.

519. The game over screen shows an angel praying and says "we knew you couldn't defeat us."

520. There are regular coins in the game and then there are tithing coins. Tithing coins are donated to The Great Idol and you are rewarded for doing so.

521. You have a four spike pitchfork that has fire, ice, wind, and water power.

522. The pub in the game is called "I Love Satan's" It is a place of alchemic sorcery for the player to drink very transformative potions.

523. Dream Weavers create dreams for you during your sleep at an inn. You enter into such strange worlds with them.

524. Good and evil have certain pacts in the game. The good can only roam around in the daytime. The evil can only go about at night. The evil cannot enter into the good people's churches, the good cannot enter into the temples of Satan. The good can only use certain weapons and the evil can use the others.

525. The human that signs up to become among The Devil's Knights will be rewarded by being transformed into a Devil. The one that trains to become among The Devil's Mages will learn far greater sorcery.

526. Collecting puzzle pieces like for a Baphomet or other Satanic images.

527. Satanic twists on old board games. Like a 666 version of black jack (come as close to having three "6" cards without going over) Plinko with a 666 at the bottom center, Monopoly but based on hell and other Satanic things, or scrabble but the words have to be the names of demons- each demon gives you more or less points.

528. At Halloween time special things are sold. You can get a lit up jack or lantern bucket instead of your regular torch. You can get light sticks if you'd rather, you can get demonic masks and other Halloween things.

529. No one knows their king is the devil. There was an assassination attempt on him but he just snapped his fingers and the kingdom that tried to kill him was completely turned to ash.

530. Idols can be hard to find sometimes. There is an idol of Set at the bottom of some pyramids- like a great lower labyrinth. Idols have their real world equivalent. For example Pan is found in a forest glade and at the Druid's structure a certain god can be summoned. You would find Odin in the area of the Vikings and Shiva could reside on top of a mountain along with Agnes.

531. A side scrolling game based entirely on Halloween.

532. Demons come out of TVs, paintings, books, and Jinns come out of organs.

533. When the stars are aligned a certain way a ritual may be done.

534. They capture you to serve as a human sacrifice but the demon they sacrifice you for stops it from happening- and you owe him or her. So don't get captured.

535. The more evil gods have bloody dungeons behind them. They are places of dangerous spirits and monsters but if you can make it to the end and drop off a tithe then you will be given incredible power.

536. There is a tree of black feathers that you can take from to fly.

537. Some stones have horns on them that can be harvested.

538. You have a pet devil, one red with a horned tail. You can have him go to an upper level, and his tail extends so you can climb up.

539. In a fighting game you can fight as a red devil with horns and a spiked tail.

540. You are trying to gain the power of the seven demons.

541. The dungeon entrances are Satanic.

542. You are trying to connect the seven worlds of hell.

543. Like Mega Man but powers of devils from dungeon to dungeon in an adventure game.

544. Certain beasts are worshipped in the game and if you attack one then it'll do you harm.

545. Instead of sleeping at an inn you walk into a large blue flame to restore your health,

546. You sometimes see people falling from heaven.

547. You can tithe with roses.

548. In an online game the person who tithes the most has the most power, from god to god/ demon to demon.

549. You have an eye on your hand. When you point it at someone you become that something. Or if you point it at ghosts they will flee from you. If you point it at an enemy for long enough then they will aid you. If you point it at a wall it will reveal any secret if it has one. It will show things invisible. It will show a thing's weakness.

550. There is a great rainbow you are trying to turn black. You change each color black one at a time until it is a black rainbow.

551. A whole world was cursed into becoming human. The human race is trying to turn back into demons.

552. You only get one chance to win the earth game. With one life lost you are sent to hell and must play the whole game there instead. The earth realm is not such a long game but if you reach the end of it without dying then you will go to hell as a demon instead of a human.

553. The government is hiding that demons and hell exist. They are secretly communicating with hell and making sure that the seal holding them in remains. A demon however bribes one of them into opening the door to hell.

554. The game starts as you are committing suicide. Then you are sent to hell. Sent to hell you find yourself in a classroom with Satanic teachers talking about "the game against God." You yell out asking how you got there. You are told where you came from and why.

555. There is a headless enemy in the game that will take off your head and put it on his body if you get too close.

556. There is a dragon in the game that if you get close to will flap his wings and send you back to the first level.

557. A dragon spews fire into a wide pit you are trying to cross. You can't go any further without giving him something.

558. There is a headless driver of a carriage that will not let you travel through without first providing him a human head.

559. You can get dog tags so that whenever you die you are sent to a certain temple, depending on which one you are wearing.

560. Worshipping certain demons will protect you from certain monsters.

561. Whatever demon you worship you are bonded to. You can only change it at great cost.

562. Making Satanic cowboys, vikings, romans, knights, templars, soldiers, etc.

563. Your mother was executed as a witch and now you want revenge.

564. The world is set in a future dystopia where Satanism has become a worldwide religion.

565. The Dragon wants to speak to you, you are informed. You don't believe in things like dragons and magic but a man makes you come with him to the edge of the sea. He invokes Leviathan who sends you on a quest.

566. Style the game after Ralph Bakshi such as his movie "Wizards."

567. Skulls are a thing you collect in the game. Human skulls, animal skulls, beast skulls, crystal skulls, steel skulls, and gold skulls. The main weapon in the game is a staff with a skull on top. A weapon for a wizard might be a flaming skull on a staff. The skull can detach from the staff to attack. Or the skull may not be on a staff at all, just carried in his hands.

568. The game has a Roman Colosseum.

569. If you disobey the Devil in the game he will come up and slay you. He shows himself in your shadow with a moan. Like your shadow turned to a devil and rose up to attack you.

570. You are a bald genius rich man in control of The Devil's Corporation.

571. Your possessions increase your royalty level. The more valuable your things are, the higher your royalty level will be. These make prices yet cheaper. They put people at your service. Other things increase your royalty level too such as grooming yourself.

572. There are sigil necklaces of different demons. The most powerful one is The Sigil of Lucifer.

573. Heaven and Hell have a pact. Your people of hell have been living peacefully for ages but there is a renegade group disrupting that peace by breaking the treaty and you and your team are hunting them down.

574. Sugar is like a currency in the game.

575. You are after the thing that gives God all of His power.

576. Idols have their own "special tithes." Lilith's for example may be a black rose, owl feathers, silk, and rose crystals. Giving these special tithes makes something good happen.

577. Your eyes were opened to the metaphysical world. All of your life you didn't believe in anything magical but one night you woke up and began seeing and hearing things you never seen or heard before.

578. You can perform rituals that will resurrect you whenever you die. The player could even commit suicide in order to escape.

579. You greet people in the afterlife and determine if they will go to Good Realm or Bad Realm.

580. A scene where the Devil is playing sad music with a trumpet. The scene pulls up to heaven where God and His angels are crying. Satan is there on a tree trunk and disappears. If you play a trumpet there later then a good thing will happen.

581. White light lanterns will not let you pass through. Every midnight hour they turn off. You only have an hour to get in and out of a place in that case.

582. There are a lot of people that con you in the game like selling you fake gems and easily broken swords. A lot of the people lie in the game too. There are lots of thieves and sinful/immoral people in general.

583. You have a double sided shield. One side defends in one way and the other side in another.

584. You cannot pass by certain idol statues unless qualified. If you aren't then their hand will come alive and shoot a beam at you, befalling you.

585. Instead of collecting red hearts you collect black hearts.

585. The hard to obtain and elusive 666 Crown will make you total royalty.

586. The text screen has flames as a background. That or only when you are talking to demons or Satan.

587. The skull castle isn't of a human skull but a devil's skull.

588. One wall hand is bad. The one that has 666 on it though will help you instead of deterring you.

589. The more angels you defeat the more you begin looking like a devil.

590. Instead of a ghost house a witch's house.

591. The afterlife is guarded. Sometimes though not guarded so well. You can sneak in to get your character friend back. Otherwise the fallen are forever fallen. Then there are keys of death that will allow you to leave. Or maybe you have to pay a bond to Bael.

592. If you are an especially high ranking official you have the right to steal, to enter into homes, to take what is there, to recruit, and to do other things according to a royalty rank.

593. Beyond the lost forest is the lost graveyard. You know you are getting close by how loud the moaning is.

594. You play as The Devil's Prince in the game. From the throne you make orders, orders that improve the Kingdom. Sometimes Satan sends you out on certain tasks. There comes a time when you leave and venture out into the world where the rest of the game is played.

595. You are tasked with rescuing Satan's daughter, His Infernal Princess.

596. The game presents Holy things as the true evil. They are shown as liars and the one true deception in the world.

597. Your sword is able to split apart reality and open up a new dimension, such as hell.

598. The item shop has ghostly like 666 numbers floating around it.

598. There is a demonology book that lists information about different demons- like rewards you can get based on tithes, the best items that are formed after them, and where they are most worshipped.

599. These show a checklist of things they want from you. If you have them all completed then you can summon their spirit, buy items bearing their sigil, be supported by their clans, and perform additional spells you otherwise could not.

600. The Devil has placed curses on humans and that's why there are monsters in the game like the cyclops. He also likes to shape shift animals and is overall the creator god in the game.

601. Satan tasks you with creating all new creatures or beasts. You design them in the game and then there they are in the game.

602. If you die near a black dove it will bring you back to life.

603. Sometimes Beelzebub can be found near corpses. Beelzebub is often depicted as a fly. Lilith can be found near owls. Leviathan can sometimes be found at the edge of an ocean.

604. As an easter egg you can find the Addams Family.

605. The Devil rides a red car with horns at the end.

606. There is a magic hammer in the shape of an upside down cross.

607. You get medals of inverted pentagrams. They are of different colors meaning different things.

608. Historical villains are in the game such as Billy The Kid and fictional ones as well like Dr. Hyde.

609. The Devil's Raft will send you to an island you otherwise cannot travel to.

610. Sigil rings represent your bond to a demon.

611. If you walk like a snake you will become a serpent. If you continually jump while walking you'll turn into a rabbit that can jump farther. If you run while there's a full moon you'll turn into a werewolf.

612. If you jump into a pool of blood you'll turn into a vampire. If you enter a certain temple you'll turn into a priest, a warrior room, a warrior, one for a black mage, etc.

613. You have 6 minutes and 66 seconds to get in and out.

614. A dangerous forest of devil monkeys. A dangerous mountain of devil goats.

615. Crossing the path of a black cat is good luck. Then there's a casino area right past it.

616. The game has superstitions that are true. The lucky rabbit paws, salt over the shoulder, wishing on a star, etc.

617. There are blocks that spin different numbers or letters. Some will give you something if you make them land on 666, others if you spell out SATAN with them.

618. You are an enslaved demon- a magician both summoned and enslaved you. You are trying to set yourself free. He sends you out to get magic items for him. You veer off course to obtain something that will befall him and now are a free demon in the world disguised as human.

619. Black treasure chests contain better things.

620. A demon god sends you out to defeat a person he gave power to which he has been abusing.

621. You are rewarded for attending the speeches of demons. Like Lilith's speech "what really happened before the fall."

622. You and your four person coven summon the Devil one night who tells you that you are to be his Warriors of Darkness.

623. You can sleep in any black bed and restore your energy for free.

624. Satan's kingdom is located at the bottom of the world. Anyone who travels there dies and becomes demonic.

625. The more you complete Satanic tasks the more funded you will be by Satanic forces. Those can be fetch quests or missions to destroy a thing with more or less difficulty. Accomplishing them will garner you money throughout the game with more added with more done.

626. After you beat the game you can play 666 mode that makes everything free but randomized and the playable characters become a small amount more demonic, maybe with somewhat psychic abilities to find key items.

627. If you beat a level with 6 left on the timer, with 6 coins, and just 6 enemies defeated then fireworks will show and you will be given a bonus room/area.

628. Some of the greater enemies have death metal like voices/sounds.

629. In a secluded island there is a large worm monster that sucks you into hell.

630. After you have mastered white, black, gray, and red mage job classes you are a mage that glows different colors able to use any magic and more powerfully so.

631. The Devil's Recruiter Knight challenges you to a fight to determine if you are strong enough to defeat an angel.

632. After the rapture people had to familiarize themselves with Satan's Kingdom. The world is being opened up to magic. Factions and sects are being created. Worshiping demons has become an important part of life. There is now nothing that doesn't have magic to it.

633. Above the sky in Satan's Realm is a six armed octopus. It has an udjat like eye (Eye of Horus) and it slings missiles at any that would invade his land.

634. It's like Pac Man but the ghosts are cloaked evil spirits.

635. You are trying to conquer 7 different holy temples in 7 different continents. Like a platformer where you choose between 7 different areas one at a time. After you defeat all 7 and 8th opens up: The Kingdom of Heaven.

636. After you defeat an enemy like in a platformer either a large or a small inverted cross appears kind of flying around. Getting them gives you power, like for a meter or something. Red ones are worth more.

637. An enemy is a priest trying to throw holy water at you. Another is a cherub trying to hit you with an arrow.

638. The nights in the game are much longer than the day time.

639. There is a planet or moon underneath the world. It is The Devil's Kingdom, a place many aspire to go to.

640. Some chests come up from under the ground, from hell, and are items to help you when you are trying to accomplish things for different demons.

641. Collecting grapes gives you unholy communion water or unholy water as a weapon.
642. The False Prophet has chosen you as his apprentice.
643. Instead of an ocarina a pan flute with music sounding like it came from Legend.
644. At the end of the game the true form of God is seen. It turns out He was an evil monster all along.
645. There are Dove Spiders in the game. They look like a mix between a dove and a spider. If you kill all of them in the game then something special will happen. They could be a mix between a dove and something else too like a fairy dove.
646. If you annoy bats in the game then they will gang up on you and kill you.
647. There is a thing like a Satanic/Hidden garden where black roses are, ones that have a black flame surrounding them. There are "Satanic seeds" there, talking trees and the forbidden fruit.
648. Instead of a mushroom making you larger, a letter S makes you a serpent. Black feathers will let you fly.
649. A magic boomerang steals an enemy's soul giving you their power.
650. The Devil's Gloves will let you lift crosses out of the ground. They stand in your way when trying to enter a certain area.
651. There is a demon that swallows your sword. If you defeat him you can slice open his stomach and now you have a demonic sword.
652. If you help a black smith turn back into a demon he will forge your sword into one more powerful.
653. There are History of Satanism books and descriptions of demons in many of the bookshelves.
654. The Seven Deadly Sins are incorporated into the game.
655. Humans must wear wrist bands that make them into demons. They can choose what wrist band they will wear, however. What wrist band you wear will determine what you can and cannot do. The better wristbands come at a much higher price.
656. Jesus is in the game and every time they show him he likes to fart. The game says "in the beginning God created the heavens and the earth," then God farts and the big bang is shown.
657. Putting tattoos on your body gives you certain magic powers. The best tattooist and tattoo images should be sought out. You can take pictures of demons and things in order to have one of those images. Or they could just be found in places.
658. The final form of God is a black heart. Like in Super Metroid there's Mother Brain but in this game it isn't a brain but a black heart. You beat it then have 6 minutes and 66 seconds to leave Heaven as it self destructs.
659. You were a Holy person, the embodiment of good, always abused however, like Cinderella. Then one day you happen upon a place with a black dress, you put it on, go into an evil dance and are transformed into the Devil's Bride.

660. It is your objective to destroy the entire earth. You choose the way it will be done: a virus, climate catastrophe, or whatever else. You will have to go about doing it secretly. You will have many trying to stop you. You will have to find the resources and the people you need to accomplish your goal.

662. You hunt down the animals that the Devil wants to be in his feast.

663. Wands produce holographic images that make them into weapons or helpful items. For example a holographic image of a blade or whip.

664. The most powerful gun is vaginal shaped and it releases an oval shaped beam that turns any person or thing into dust.

665. You are a painfully immortal demon that has been trying to end his existence. The only known way is to jump into a certain volcano. They just know that anyone who jumps into it has never returned. So you reach it, jump in, and awake in a bed in a land far away.

666. And feel free to continue my work in this public domain book...

Also by the author:

Christian Satanism and the Herald of Satanic Waters, Christian Satanism, Christian Satanic Doctrine, Becoming a Christian Satanist, A Map for a Christian Satanist, Mastering Christian Satanist, Gray Book of Satanic Christianity, The Chrisitan Satanic Bible, Another Christian Satanic Bible, Christian Satanic Books 1-5, Prayers to Become Lucifer, Trash Writings of Lucifer White, The Satanic Book, Satanic Living, Satanic Poems 1-310, Branches of the Satanic Tree, Lessons of Demonic Magic, The Bible of Steel, The Full Bible of Steel, Anti Voidalism: Books of: Aeon, Raine, Ro, and Bethai, Godism (series) and Crazyism (series), Book of the Five Planets books 1-4, Lucifer's Books of Inventions and Ideas 1-6, and The Game Maker's Bible.

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